NINTENDO POWER®

THE *ONLY* GUIDE FROM Nintendo®

THE OFFICIAL Nintendo® PLAYER'S GUIDE

NINTENDO 64

RAREWARE

This book is based on a game rated MATURE M CONTENT RATED BY ESRB

THIS GUIDE IS NOT FOR ANYONE UNDER 17

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Special thanks to Rare for their delightful game.

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Conker's BFD™

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DEATH

Ron + Rey

Wayne + the Hanks Gang

THE BRUTE

THE TED!Z

Howard

King Bee

The Raptors

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#%@! OFF... CARL!

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TO THE PANTHER KING'S KINGDOM

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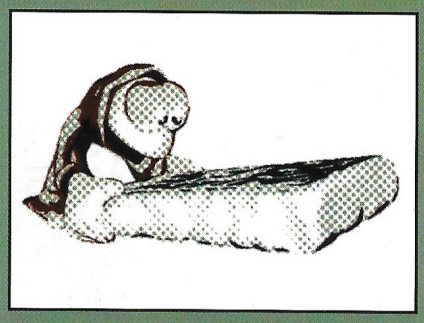
SQUIRREL EDITION

BY BROTHER CLAVIUS



ABOUT THE AUTHOR...

Brother Clavius is a former cloistered monk from the Fundamentalist Non-Reformed Cult of the High Gobling Authority and holds an Associate's Degree in technical writing from Windy County Community College. Clavius is perhaps best known for his delightful collection of children's tales, *Debra Drinks Dog Diarrhea*, and for his 1994 solo ascent of Poo Mountain without supplemental oxygen. The author's survivalist credentials are unassailable. Clavius subsisted on a raft for 47 days by eating body lice and drinking urine strained through a dirty sweat sock. He can hold his breath for up to six minutes with minimal brain damage. Each of Brother Clavius's survival guides for BIRDY BRAND Enterprises is hand-chiseled on a solid slab of granite then electronically transcribed by a team of gibbons. Brother Clavius lives in a cardboard box with his wife and two children.

A NOTE ON THE TYPE...

The type is a collection of differently shaped characters that comprise words.

TESTES TESTIMONIALS

Here's what the experts are saying about the life-changing experience of the PHENOMENAL masterpiece, *Birdy Brand Manuals Presents the Survival Guide to the Panther King's Kingdom: Squirrel Edition.*

"It changed my life. *This book is a PHENOMENAL masterpiece. My fur was standing on end for hours after I read it."*

-SQUIRRELS AND STRIPES

"This book is a brilliant beam of gilded starlight, *sent to earth by a benevolent superbeing to illuminate life's mysteries. Huzzah!"*

-SQUIRREL SURVIVALIST MAGAZINE

"Just one sentence of this book will make you convulse with rippling waves of pleasure. *Thank you, BIRDY BRAND!"*

-SQUIRRELTEEN SUPERCELEBRITIES

"Its soft, quilted design doesn't scratch my sphincter. *I owe you one, BIRDY BRAND!"*

-THE FAIRY PANTHER KING

"I was a wretched piece of festering crap until I bought this book. *I still can't read, but just holding this book close to my body makes me feel like I matter in this cold, dark universe!"*

-MODERN RODENT

"Clavius Sucks arse!"

If this book were dying by the side of the road, I would spit on it and kick it until it stopped moving.

Conker T. Squirrel

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The party of the first part agrees that the party of the second part is part of the party of the third part, who agrees to party like it's 1999. Is that a bug over there? Look at that thing. Wait—use this napkin. If the undersigned agrees to enter a crowded supermarket wearing only a diaper while crying and screaming "Powder me!" in front of the deli counter, BIRDY BRAND Enterprises will be annoyed but not surprised. That reminds BIRDY BRAND Enterprises of a joke. BIRDY BRAND Enterprises can remember only the punchline: "The pudding is still in the refrigerator!" Can I get a freaking cup of coffee in here? What's your name? How long have you worked here? Hey, don't walk away from me when I'm talking to you! BIRDY BRAND Enterprises did not want to end up in a postage stamp-sized office, pounding out meaningless contracts for $19.62 an hour. BIRDY BRAND Enterprises is a sad clown—laughing on the outside but crying on the inside. BIRDY BRAND Enterprises wanted to drive a big rig and head down the lonesome road with a chimpanzee companion in human clothes.

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BLAH, BLAH, BLAH

Furthermore, it is agreed by the undersigned is a pathetic geek who struggles to read text positioned underneath other obfuscating text presented in an unusual font. BIRDY BRAND Enterprises heaps its scorn upon you like handfuls of wet feces from a clogged toilet in a fraternity house. BIRDY BRAND Enterprises has been feeling kind of tired lately. Does the undersigned think it could be mono? BIRDY BRAND Enterprises can't take any more sick days this year or there may be trouble with Human Resources. The rumor is there's some sort of list down there and BIRDY BRAND Enterprises is on it, especially after I/we/they had to go to those special seminars. Did the undersigned know it's very comfortable and relaxing to go to work wearing wet underwear? BIRDY BRAND Enterprises does not advocate that the undersigned should perform work in his/her/its underwear or in various states of undress. The stated opinions in this document are not necessarily the opinions of BIRDY BRAND Enterprises or any of its affiliates. Just try it sometime.

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Carter T. Squirrel

SIGNATURE OF USER

WITNESS

MUST BE AUTHORIZED BY A NOTE O'REPUBLIC

WELCOME

TO THE PUBLISHER'S GRATUITOUS GRANDSTANDING PAGE

Welcome to the maybe the thing with the pages in it—BOOK. Which is to say I'm pleased that you've chosen the brand that more squirrels turn to with the turning and spinning around on the thing with the point on the end of it. All of us—me—I am—at BIRDY BRAND are proud of the quality that you may look for the quality to the brand of the book with the quality. I stake my reputation on the accuracy between the following pages, or maybe, perhaps, no, I don't. Just remember that you've always got us leading forward into it, the memories. So, in closing, I want to say thanks for the memories of the book. For buying the memories of the book to share. But don't share—make them pay. I will make them pay for their crimes.

perhaps I should have flushed my money down the toilet instead of buying this book. I suppose I'll just have to look at the maps and pictures and stuff. A team of chimps could write better than these hacks.

Mr. Scarecrow Birdy

ABOUT MR. SCARECROW BIRDY...

After graduating from the Sorbonne at the tender age of ten, Mr. Birdy started a venture capital incubator for biotech startups in a vegetable patch near the Windy region. Mr. Birdy now uses his massive fortune to print two-color instruction manuals on subjects of interest to no one.

LEGENDS & SIGHTS

REAL AND IMAGINED ATTRACTIONS IN THE PANTHER KING'S KINGDOM

IMPORTANT PRECAUTION! DO NOT approach any of the characters shown in the guide before consulting the information next to them. There is little of value in the information, but it would be logical for you to read this book, as you've already paid for it. The helpful information in this guide is contained in the captions that accompany screen shots from the game Conker's Bad Fur Day.

LET'S ORIENTEER!

This guide is divided into sections that focus on activities that may or may not occur in specific geographic regions of the Fairy Panther King's Kingdom. Although you are free to explore the kingdom at your own discretion, it is recommended that you follow the guidelines given next to the maps. DO NOT substitute arbitrary task lists for approved touring guidelines, or otherwise obfuscate official information through the unrestrained use of marginalia. Above all, try to have fun as you venture forth into the unknown.

Note to self: Look up "marginalia" in the dictionary

⚠ CAUTION ⚠

• PREMATURE DEATH

Of all the possible injuries you may suffer in the course of your adventure through the kingdom, death is perhaps the most serious. On the other hand, death appears to have no effect on the outcome of your game.

• BLATANT MISUSE OR NEGLIGENCE

Using the BIRDY BRAND manual for uses not intended by its publisher can result in the death of the user (see above). DO NOT write unkind comments about the quality of the guide in the margins of the guide.

KNOW YOUR AUTOCRATIC LEADERS

THE ~~GREAT~~ FAIRY PANTHER KING

The Great Fairy Panther King—also know as the Fairy Panther King, the Panther King and the King—is a large cat who oversees the operations of the Fairy Panther King's Kingdom. The leader has a reputation for overreliance on his team of advisors and for the inability to express himself clearly or quickly during unscripted events. It is possible that the king exists only in fairy stories.

Hairy

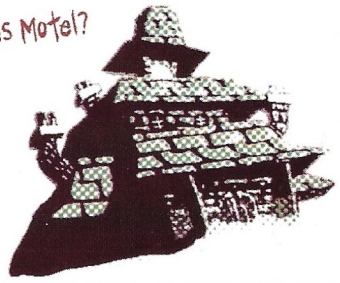
Do I detect the delicate aroma of fairy dust?

AVOID TOURIST TRAPS

LOCAL ATTRACTIONS

Many local attractions cater to the wandering squirrel with a variety of exciting and lethal video game challenges. It is recommended that you investigate every part of each region or, in the common parlance, "level." Thorough exploration will lead to a richer travel experience and give you the extra money necessary to progress beyond otherwise meaningless checkpoints in the game.

Is this the Bates Motel?

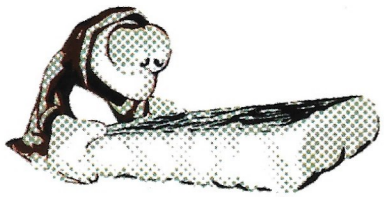


RESPECT THE NATIVES

THE ALLURING GOBLINGS

The Goblings are a race of attractive creatures that are sparsely distributed throughout most regions of the kingdom. The magnificent specimens can be categorized as Clangs, Others and, most importantly, Monks. The Clangs are brave, armored Goblings that are found in or around bodies of water; the Others are altruistic servants; and the Monks are brilliant scholars that can hurl you into the air.

Isn't this the idiot who wrote this guide?



FORAGING FOR SUPPLIES

When confronted with a new environment, the typical squirrel will forage for nuts or birthday presents. It is important to fight this natural inclination while in the kingdom. Your primary needs can be divided into sustenance, health care and hard currency. If you maintain a ready supply of the listed items, you will finish the game.

TAILS

Squirrel tails hang from hooks at various locations throughout the kingdom. In accordance with the Grim Reaper's rules, each tail gives you an extra life. If you run out of lives, reset the game.

I'm gonna live forever! I'll just keep track of tails like this...

CHOCOLATE

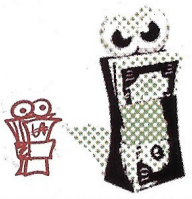
Antigravity Chocolate, or "chocolate," is a revitalizing confection that regenerates itself on a regular basis. Eat it during your adventure to heal minor injuries.

I'll start marking these like so...

CASH

Cash is the primary form of currency in the kingdom and the yardstick of success in this video game. You may have money given to you, but often you'll need to find it yourself.

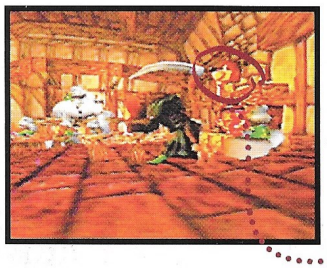
Cha-ching! These are marked on the maps with a...



THE HISTORIC COCK AND PLUCKER TAVERN

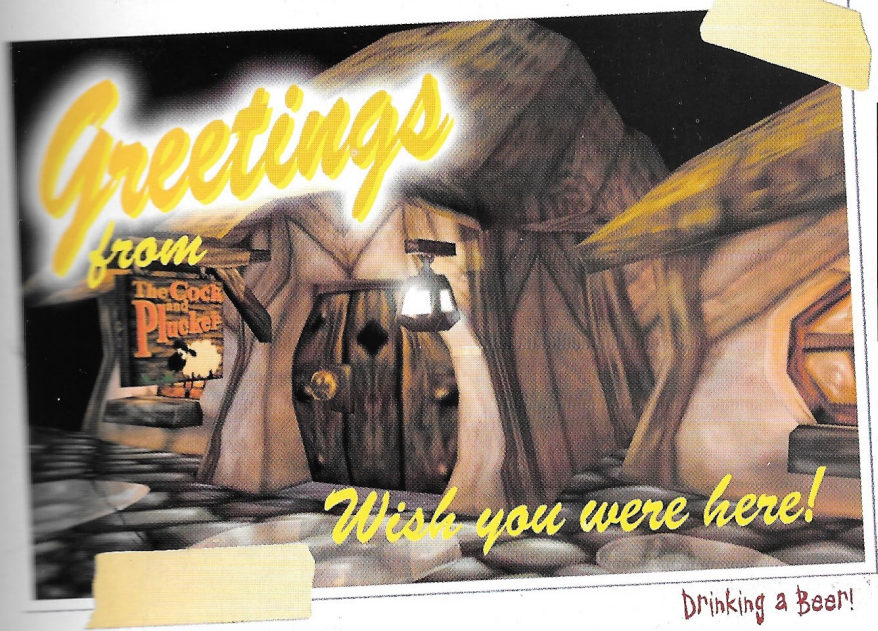
When locals want to relax, start a video game or vomit, they usually go to the Cock and Plucker tavern by pressing the Reset Button or highlighting "Quit" on their pause menu. You can avoid the other patrons by moving around the tavern's main room with your Control Stick. Rent one of three private rooms to conduct your video game "business," or interact with friends behind the bar. After you've spent some time in the game, you'll agree—everything begins at the Cock and Plucker.

A Warm, Unfriendly Atmosphere



You will find little talking or game play within the confines of the Cock and Plucker. The bar exists to provide a "menu" of game options. Indeed, it could even be said that features in the tavern are nothing more than an "interface" for activating other parts of the game.

The owner bought this off some witch



Drinking a Beer!

Undermining the Basic Game Design

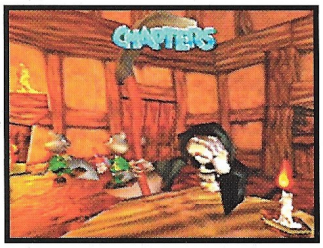
The Cheats and Sound Menus are the central features of the fireplace area. (NOTE: It is BIRDY BRAND's policy NOT to provide secret codes or cheats that give you an advantage during game play or open some otherwise unattainable level, item or character. BIRDY BRAND adopted this policy because it does not know any cheats.)

But that's the only reason I buy these stupid guides!

Multiplayer Allows Multiple Players to Play

A secret Multi area is easy to find behind the bar. Simply Press the A Button to enter a separate room. Each barrel in the separate room represents a different challenge (see Appendix). The games can be played cooperatively or competitively, but participants who have no friends can play against the computer.

Accessing Game Play in Irregular Order



A Chapters "room" in the Cock and Plucker contains a list of all the challenges in the adventure game that you have already completed. By selecting a challenge from that list, you can play that part of the game. Playing a challenge in the Chapters area is different from playing it in the main game in that you are not required to play the entire game up to the occurrence of the challenge.

BASIC TECHNIQUES

MASTERING THE EXECUTION OF ELEMENTARY SURVIVAL MANEUVERS

IMPORTANT PRECAUTION! Video game designers are spiteful people. They will often put the game player into unreasonable situations with little logic and no warning. The only way to prepare for the malicious actions of the game designer is to master the game's basic moves and hoard chocolate in miserly fashion.

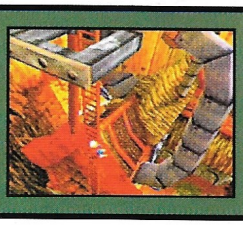
THE KEYS TO SURVIVAL

The object of the game is to clear each area and move on to the next, fulfilling goals that are framed by the game story. To interface with the game, you must push buttons that give the squirrel character instructions to perform maneuvers in the game environment. Your success will depend on your button-pushing proficiency. It is important that you master the basic button-to-action relationships and gain a feel for the location of the buttons on the Controller so that you can look at the screen as you play.

CAUTION

• GRAVITY

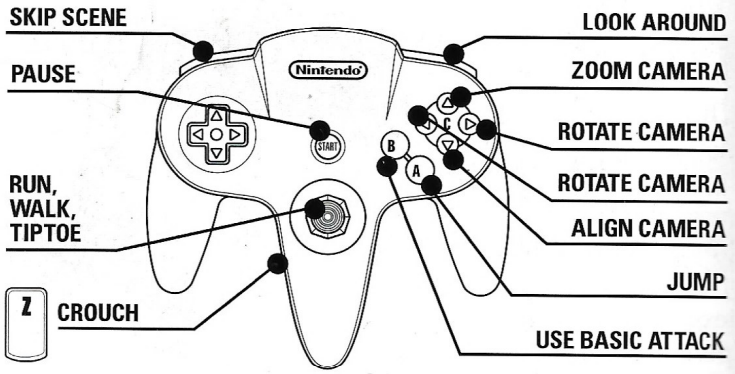
If the character that you are controlling falls for a short distance, he will lose chocolate. If he falls for a long distance, he will "die."



THE CONTROLLER

BASIC OPERATING PROCEDURES

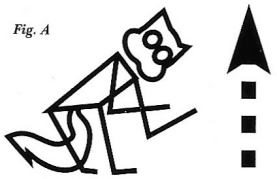
Most Controller buttons are associated with an action to be performed by the character or the camera.



HIGH JUMP

By pressing the A Button, you can jump into the air. If you wish for the squirrel to jump higher than normal, first press and hold the Z Button to make him crouch, then press the A Button.

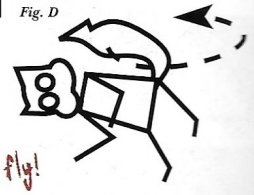
Fig. A



HELICOPTERY TAIL THING

Cliffs and ledges are often far apart from each other. To cover long distances in the air, you can press the A Button while the squirrel is airborne. He will spin his tail to hover for a short time, like a helicopter.

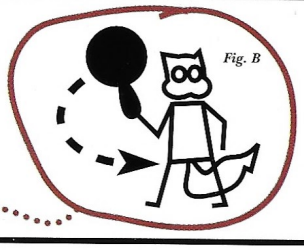
Fig. D



FRYING PAN

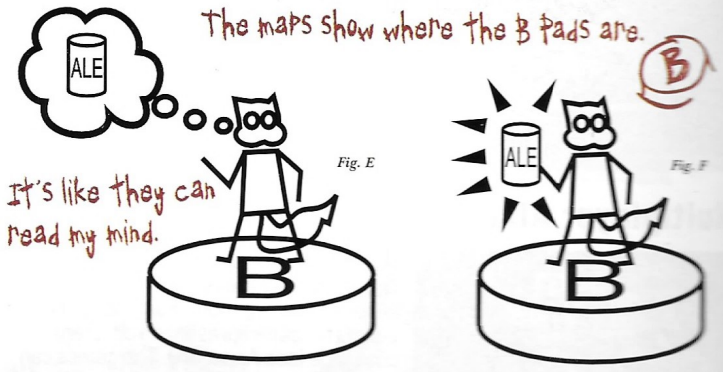
Most video games forgo civility, compromise and negotiation for the use of weapons to resolve conflict. When a weapon, such as the frying pan, is available, you can use it by pressing the B Button.

Fig. B



CONTEXT-SENSITIVE PADS

The character must occassionally perform an action that is not in the basic list of functions. Areas where that occurs are marked by a letter B on the ground. When you direct the squirrel onto the B Pad, a lightbulb will appear above his head. Press the B Button to trigger the appropriate action.



CLIMBING LADDERS & ROPES

When the character is clinging to a rope or a ladder, you can instruct him to climb up or down on the device by pressing Up or Down on the Control Stick. Press the A Button to release the character from the apparatus.

Fig. C

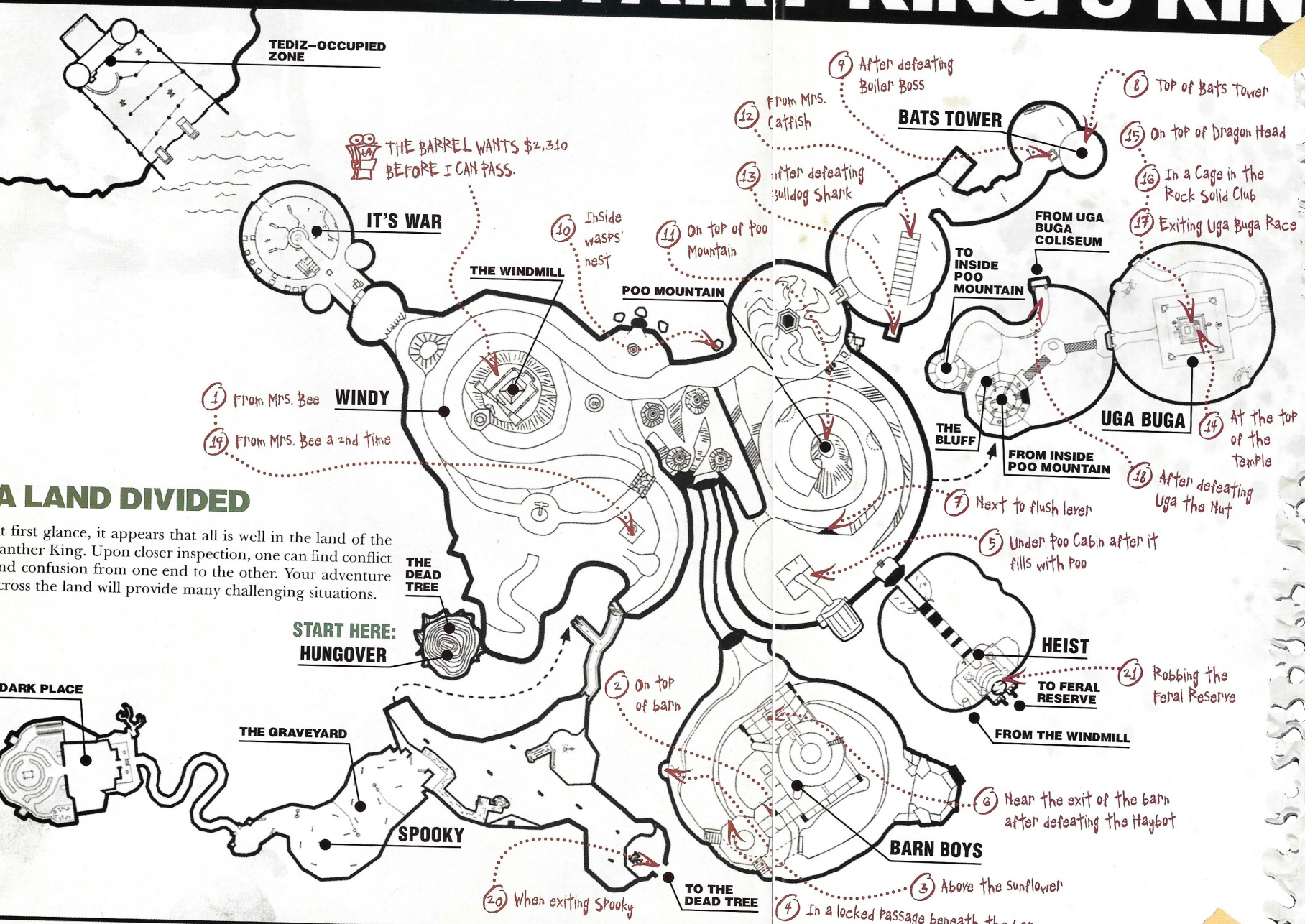
I can figure some things out for myself, but it's good to have it all laid out. I should earmark this page for future reference

Precious Memories

THIS SCRAPBOOK IS DEDICATED TO MY MAIN BIZZO...

Berri

MAP TO THE FAIRY KING'S KINGDOM



A LAND DIVIDED

At first glance, it appears that all is well in the land of the panther King. Upon closer inspection, one can find conflict and confusion from one end to the other. Your adventure across the land will provide many challenging situations.

MAP TO THE

It's all about the sponduli. There are that I can't get to until I dough. The $$$ locations ar

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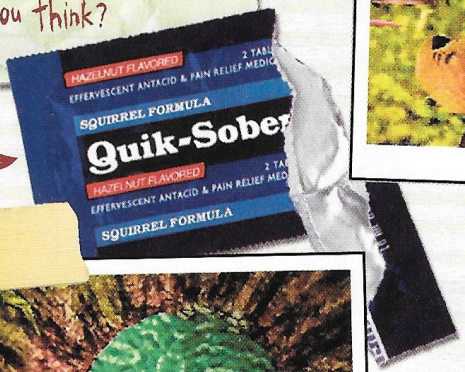
TOTAL: $1,002

Most of it's in one pla

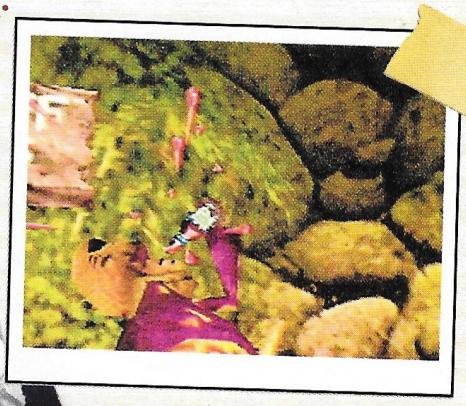
I, Conker (A King's Tale)

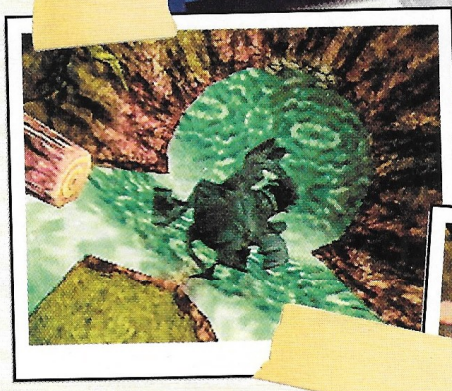
Well, I've got nothing but hour after empty hour of time now, so I've created the scrapbook you see before you. Sit back, pour yourself a cold one, and let me take you on a little stroll through my own personal hell. It was quite a lot of fun, actually, but "personal hell" sounds compelling, don't you think?

Don't leave home without it!



Woke up in the grass again. There was this odd fellow loitering about with a pole stuck up his arse. After I primed him with some beer, he told me about context sensitivity.



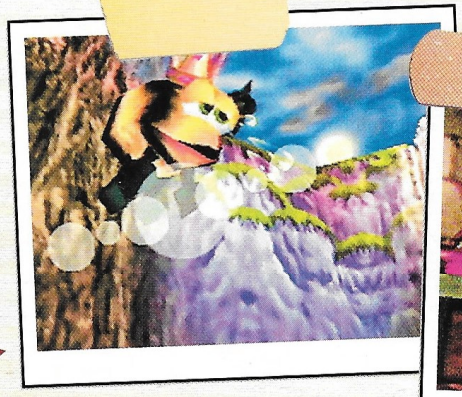


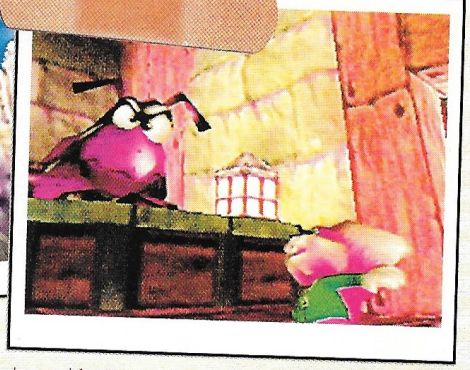
Have a nice trip! See you at the bottom of the waterfall, Mr. gargoyle bastard. It's a good thing I remembered my trusty frying pan.

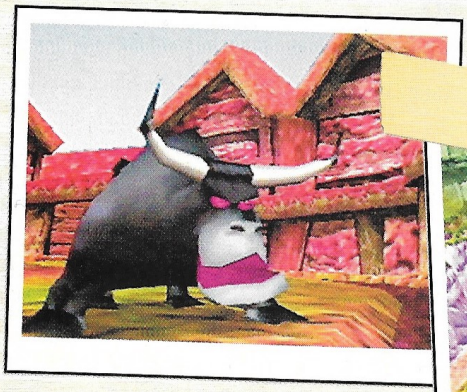
The B pads are spiffing. There I was, standing on this platform, and then dynamite and a plunger just appeared—like in a video game.

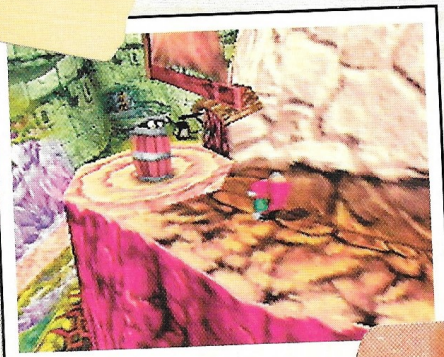
WINDY

As soon as I got into Windy, I found myself completing one arbitrary task after another. I had to help some fat bee get her hive then I got locked in a room full of poo. It's as if I had no choice in the matter.





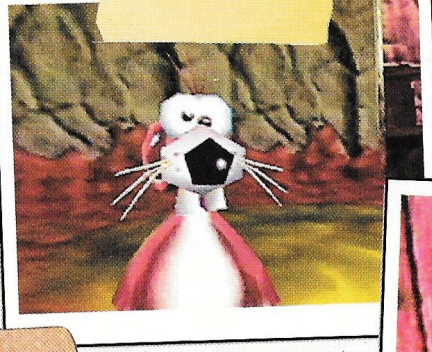


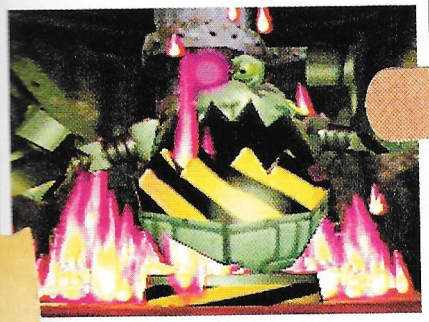


Is the world nothing but a series a crapping cows and greedy barrels? I'd make a little progress, then I'd have to go back to freakin' Windy to open up another door or break some boards to move into yet another dead-end world.

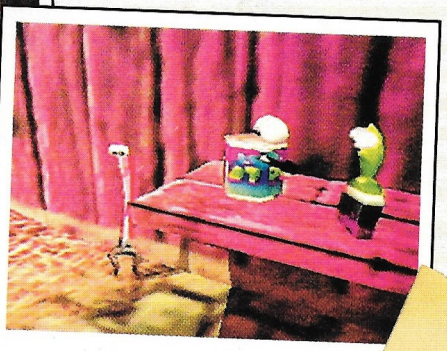
BARN BOYS

Met my flatulent little friend here outside the barn. Steel boxes are afraid of mice but enjoy crushing squirrels—do you follow me? And did I mention the flower with big boobs?





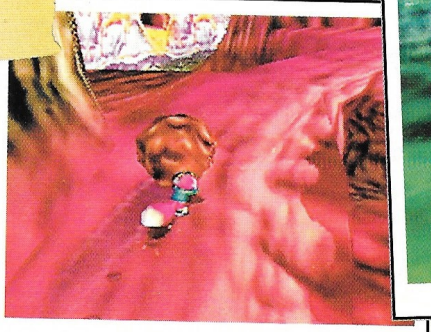
If you're going to make a proper robot, you'd put legs on it, wouldn't you? I suppose I'm not one to judge. I hop around on a pitchfork and eat floating chocolate.

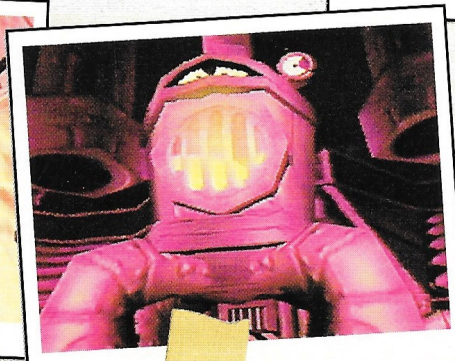


The cornpone locals, but I wasn't too badly forked. Why does everybody have such a foul mouth?

BATS TOWER

My father always said it would come to this: rolling a big ball of crap up a hill. I think he was speaking metaphorically, however. He also said I'd end up working for a bunch of in-bred bluebloods, but he didn't say they'd be catfish.

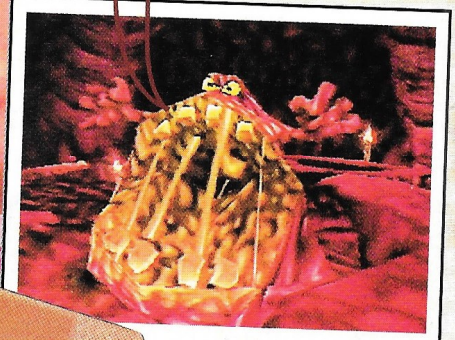




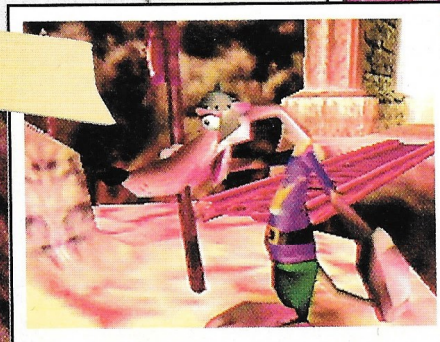
I hate walking into the middle of domestic squabbles, especially those involving talking cogs. I'm not a big fan of boilers with brass testicles either, but nobody consulted me about this game.

SLOPRANO

Out of the frying pan, into the diarrhea—I'm still picking chunks of Poo Mountain out of my fur. On the other hand, the big pile of crap inside had a lovely singing voice.



BRING ME A BREATH MINT!

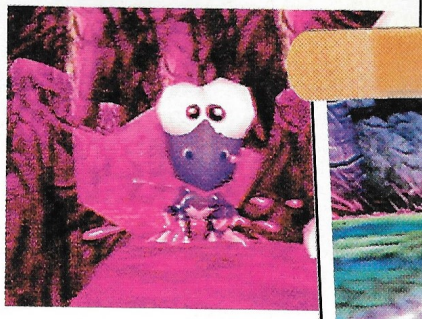


My life as a turd. A giant toilet combined with a blender isn't much fun for swimming, but it would make a great wedding present. Then, once I made my way out, I was greeted by a weasel taking a dump. Supersweet!

DON'T FORGET TO WIPE!

UGA BUGA

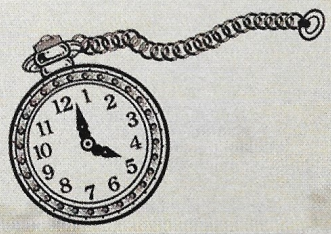
No one's ever really ready to be a father to a carnivorous dinosaur. This is a picture of my little boy. He killed at least a half-dozen Ugas during his short, tragic life. Can't say I miss him much. Sometimes you just have to cut the cord.



THE COLISEVM
GENERAL ADMISSION
ROW UGA
SEAT BUGA
AISLE 14
$17.50
0654-89AF 871129-6

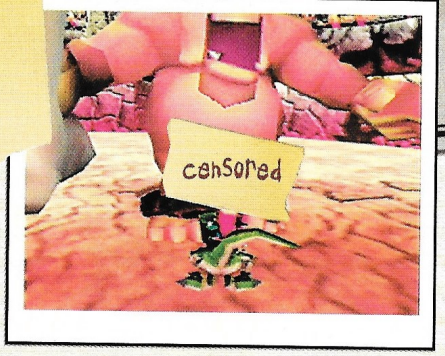
Going Clubbing

MASTER HYPNOTISM
IN 5 EASY MINUTES



By Dr. Scott Pelland, Ph.D.

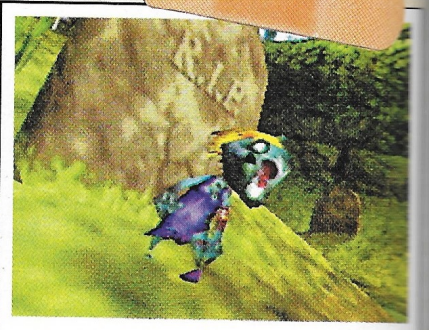
It didn't work out between me and Jugga, but at least I have a sleeping bag now.

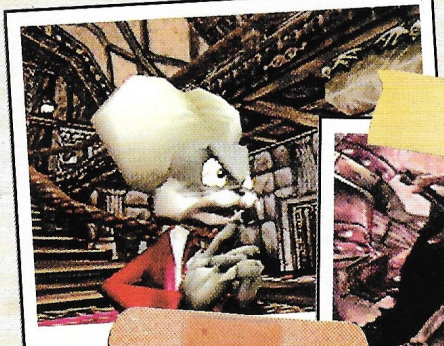


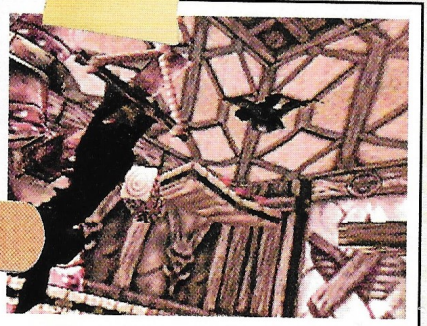
I fancy myself a squirrel of action. When I'm not racing on jet boards with questionable physics, I'm usually kicking some big bastard's arse then stealing his girlfriend. I also have a sensitive side.

SPOOKY

Gregg may be into all that hippie druid crap, but he got me a great departing gift. I've been up to my ankles in zombie brains ever since. When my time comes to crawl out of a freshly dug grave, I hope someone cares enough to blow my head off.





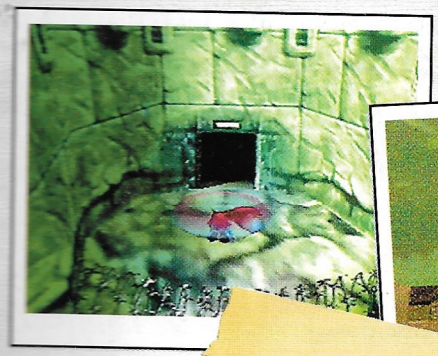


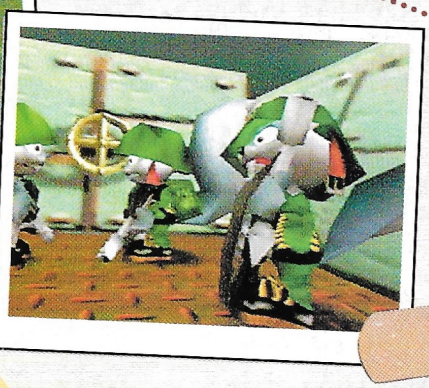
Hanging out with the relatives is a huge pain in the arse. You have to listen to dumb stories about stuff that happened a thousand years ago, and then they make you eat all their weird foods.

He'd look pretty cool in a hooded sweatshirt

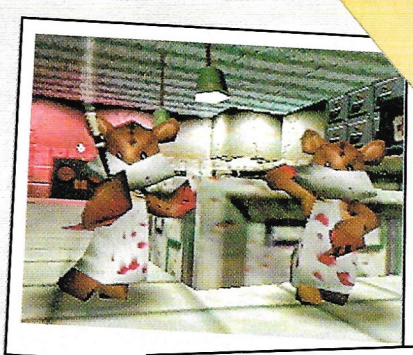
IT'S WAR

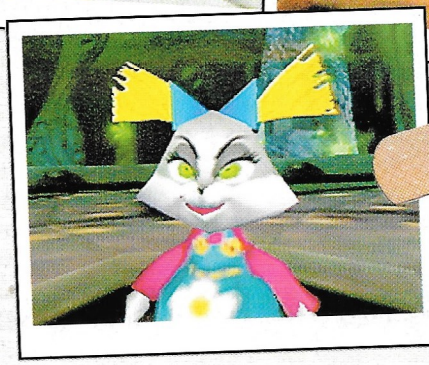
There has to be a better way to pay for college. I'm not even sure what the war was about, but it made a bloody mess. None of my friends on the landing craft made it. In fact, none of them were actually my friends.





A lot of people ask me, "How can you shoot those cute, stuffed Teddy bears?" Well, you need to lead them if they're running, but most of the time you just aim. I'm a pacifist, but if plush toys won't listen to reason, a squirrel's gotta do what a squirrel's gotta do. Demonic hand puppets aren't my bag either.

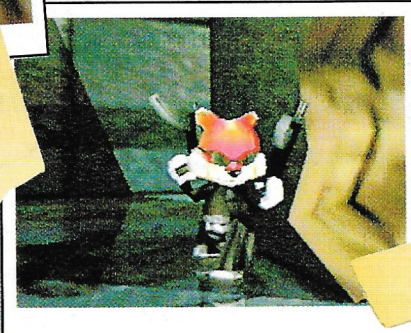




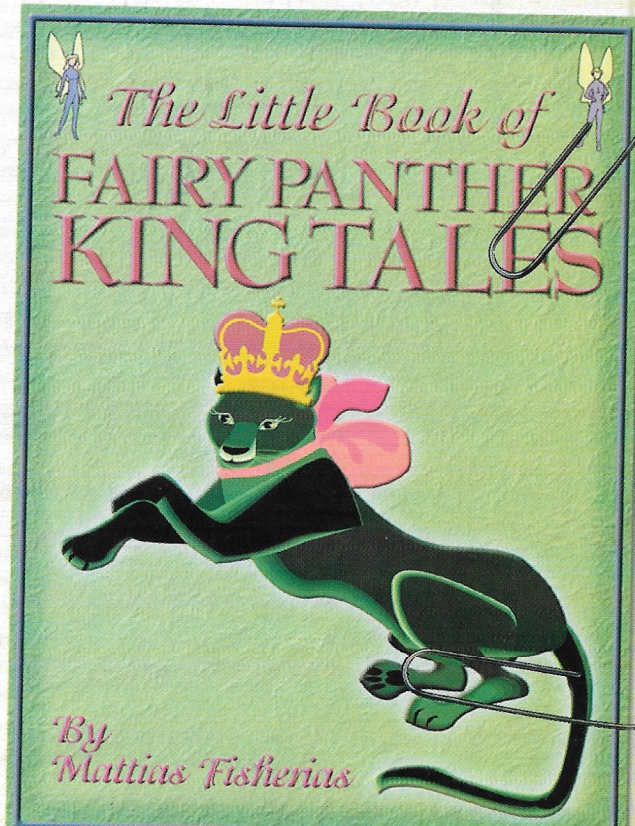
Little girls are made of sugar, spice and several tons of armaments

HEIST

Just when I thought I was out, the weasels pulled me back in. It was supposed to be one last job, then that's it—I'd use the money to make my nut and retire. Things went horribly, horribly wrong, though. Now I'm forced to live like a king until Rare decides to make a sequel.



Crouching Squirrel, Hidden Fairy Panther King



WANTED

ONE RED SQUIRREL

DEAD OR ALIVE

145CM

NAME: Conker **FUR COLOR**: Red **EYES**: Blue

ALIASES: The Big Red One, Bag o'Fleas, The Sponge

WHEREABOUTS: Last seen sauced at the Cock and Plucker

DISTINGUISHING MARKS: Beer Belly, Bloodshot Eyes

SEE THE PANTHER KING AT: ONE SPOOKY CANYON BLVD, WINDY

$100

I'M FAMOUS!

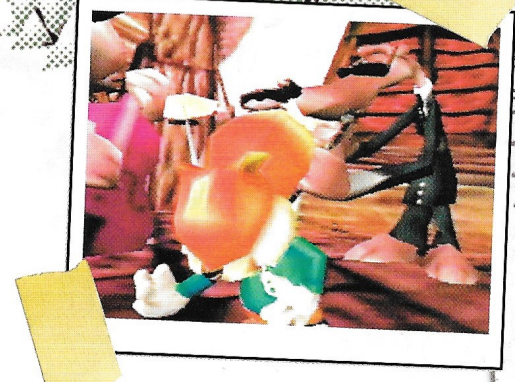
Took this scrap offa some grotty weasel near this dinosaur something or another. The locals aren't too keen on zoology 'round here.

ADVENTURE

WELCOME TO THE INTERESTING WORLD OF RODENT SURVIVAL SKILLS

BEFORE USING! **Please note that use of this guide does not guarantee survival or improved game play. The words "Survival" and "Guide" are used only as marketing terms to sell this product. If you are an incompetent video game player, the possibility exists that you will have difficulty—or even "suck"—while playing this game.**

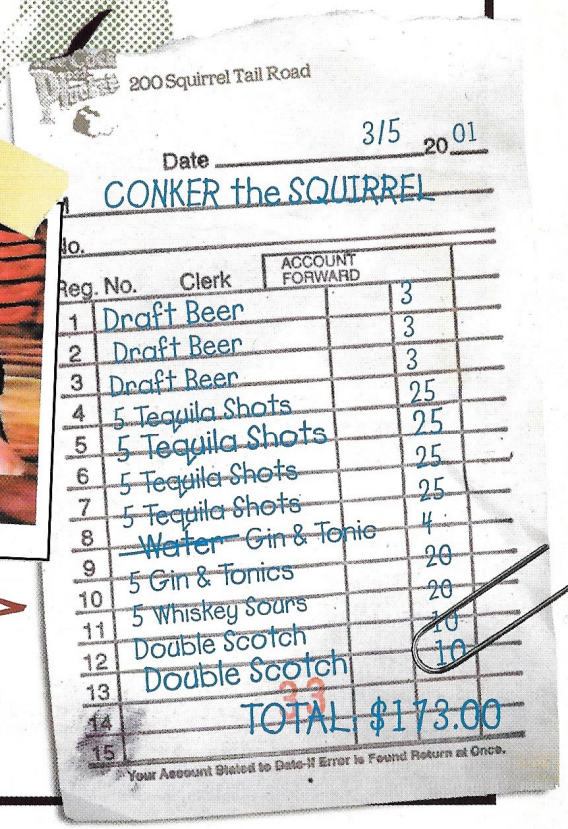
This section serves as an introduction to the following guide. There are many sections you can read on subsequent pages to learn about corresponding sections of the video game Conker's Bad Fur Day. It is likely that a player—hereafter referred to as "rodent," 'squirrel" or "you"—will improve his or her game play as a result of studying the guide. It is probable, however, that the player will be enslaved by the Panther King (shown below).



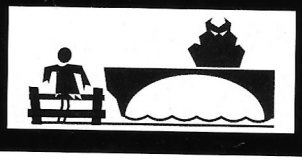
What a night! I was pissed as a coot!

The lads' farewell celebration got blurry after a bit. But I remember something about a war or some such. Blew chunks on some fellow in the street.

TAKE CARE OF THIS WHEN I GET BACK



SECTION 1 HUNGOVER



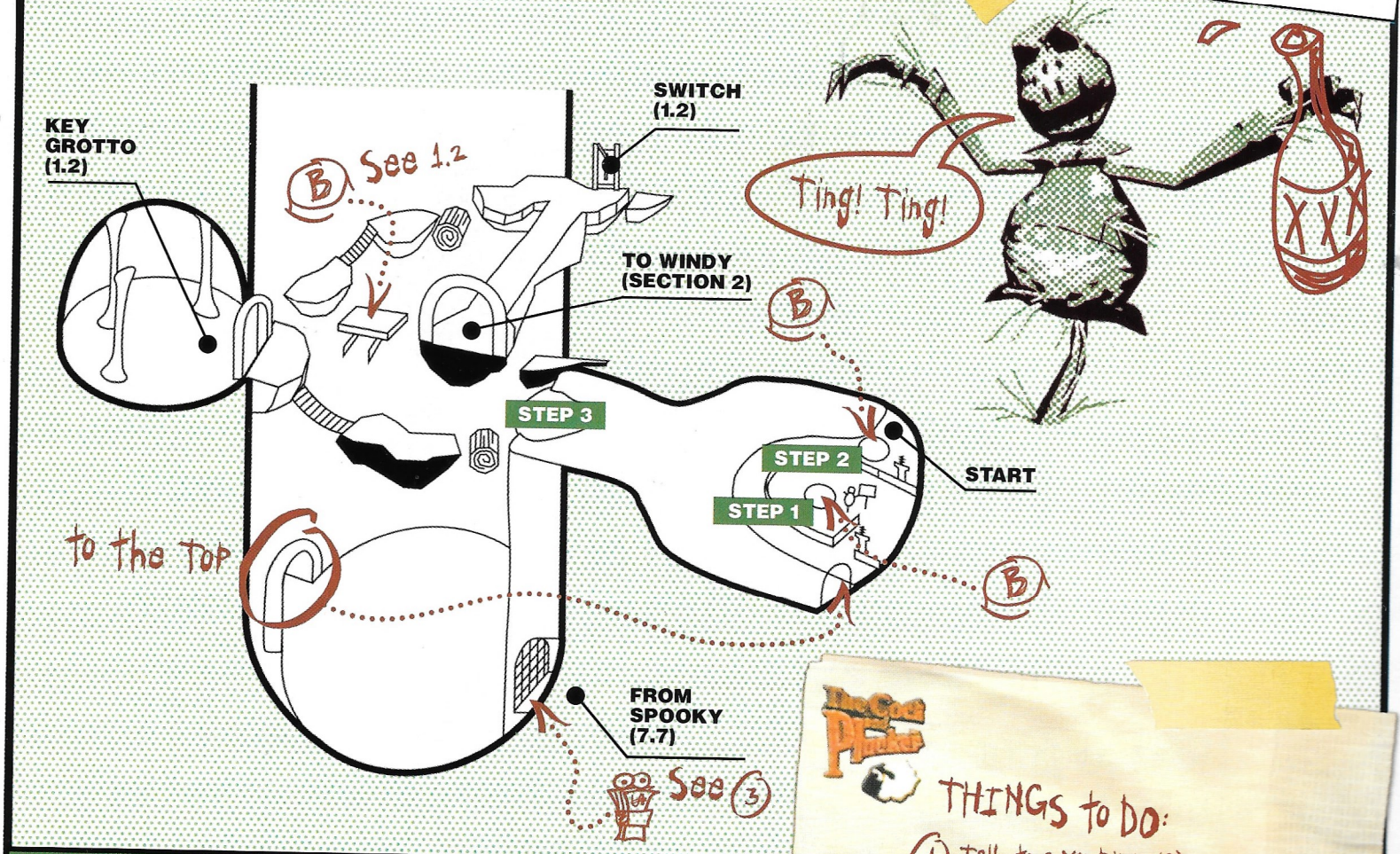
RECOVERY PROCESSES FOR MEDIUM-SIZED RODENTS

IMPORTANT PRECAUTION! To avoid disfigurement, do NOT to push the lo… it can result in increased risk in the specified areas. Protect yourself b… …ss you may suffer from nausea and severe inflammation o…

Immoderate alcohol consumption can sometimes result in disorientation, lethargy and/or vomiting. If you suffer from any of the aforementioned symptoms, seek help from a physician, nurse-practitioner or alcoholic scarecrow. Immediate treatment will allow you to swim and leap across the rugged terrain illustrated in the overview map.

It's convenient that a drunken scarecrow is around to teach me how to play this stupid game.

HUNGOVER SCHEMATIC



⚠ CAUTION ⚠

- **MONITOR PHYSICAL CONDITION**
  Impaired motor skills may hinder your progress. Be aware of your physical limitations while you seek medical help.
- **STRONG CURRENTS**
  River currents will prevent recovering rodents from swimming to the waterfall. DO NOT attempt passage until you are healthy.
- **GARGOYLE**
  Approach demonic sculptures with caution. Gargoyle attacks can result in blood loss and contusions.

THINGS to DO:

1. Talk to a Mr. Birdy (?)
2. Take care of the gargoyle

THINGS TO DO LATER:

3. Get the cash at the bottom of the waterfall

1.1 RESTORING MOTOR FUNCTION

HELPFUL HINT: Moving a character in a video game is often a simple matter of pushing a button or "Control Stick." If you are stationary, it may be due to a lack of Controller manipulation.

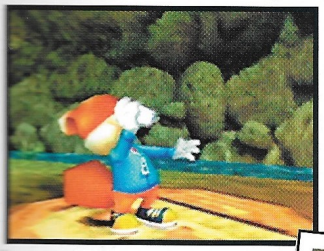
Scarecrows are vegetable plot devices.

Once you have regained consciousness, your adventure will begin with a laborious regimen of tasks designed to recover your basic motor skills. Follow a path to a fenced area containing vegetables and a pest control device.

STEP 1 Receive Consultation

Scarecrows are indigenous to farmland and vegetable patches, where they are used to repel birds. They can give you valuable game play information in exchange for beer and other controlled substances. Follow the scarecrow's instructions to learn about B Pads.

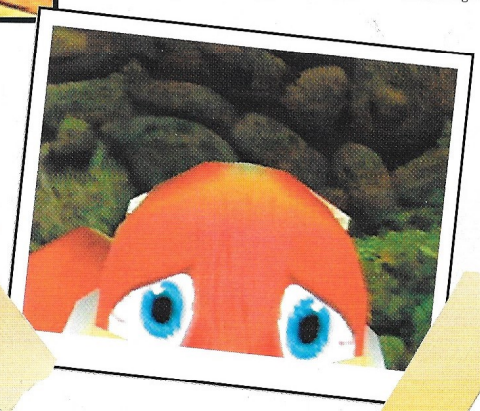
STEP 2 Ingest Medication



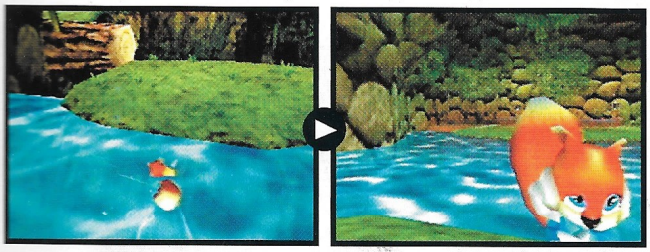
Certain B Pads provide powerful digestive aids that reduce the aftereffects of alcoholic beverages. Press the B Button while standing on such a pad to self-administer the medication. You will recover full health in approximately one second.

Fig. A
Warning: DO NOT plug orifices while using this product.

My eyes burn. Pickled eggs burn, too—when they come back up my throat.



STEP 3 Utilize Tail Propulsion



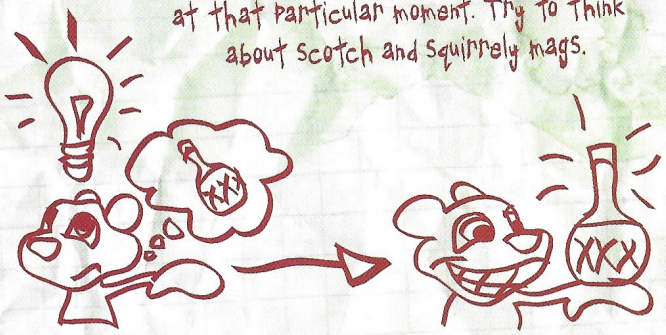
Exercise caution while crossing the river to a landmass overlooking a gorge. Manipulate your posterior appendage, or "tail," to helicopter through the air to an outcropping (see Fig. B). NOTE: Memory loss is an aftereffect of alcohol consumption.

Fig. B
Video games often rely on unrealistic physics to advance the plot.

Note: Posterior means arse

B CONTEXT SENSITIVITY

Step on one of those pads—a lightbulb thing goes off. Then, all I have to do is press B to get whatever it is I want at that particular moment. Try to think about scotch and squirrely mags.



B PUKE B-GONE

Fizzy stuff stops the pain. Remember to look for those B Pads when I feel crappy. I can drink all I want now—without chucking or gut rot!

2

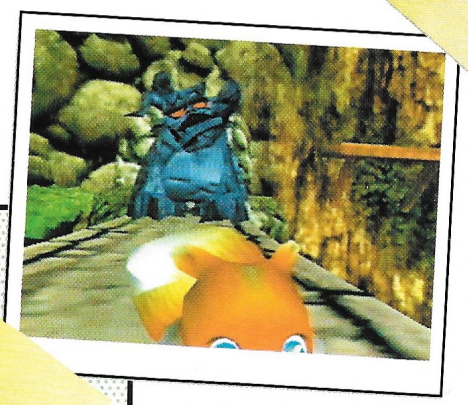
I kicked his flying buttress!

1.2 REMOVING THE GROTESQUE

HELPFUL HINT: Try to move upward and/or onward at all times—running around an area over and over again severely limits your ability to progress through many of today's finest games, no matter how fun it may be f[illegible]all involved.

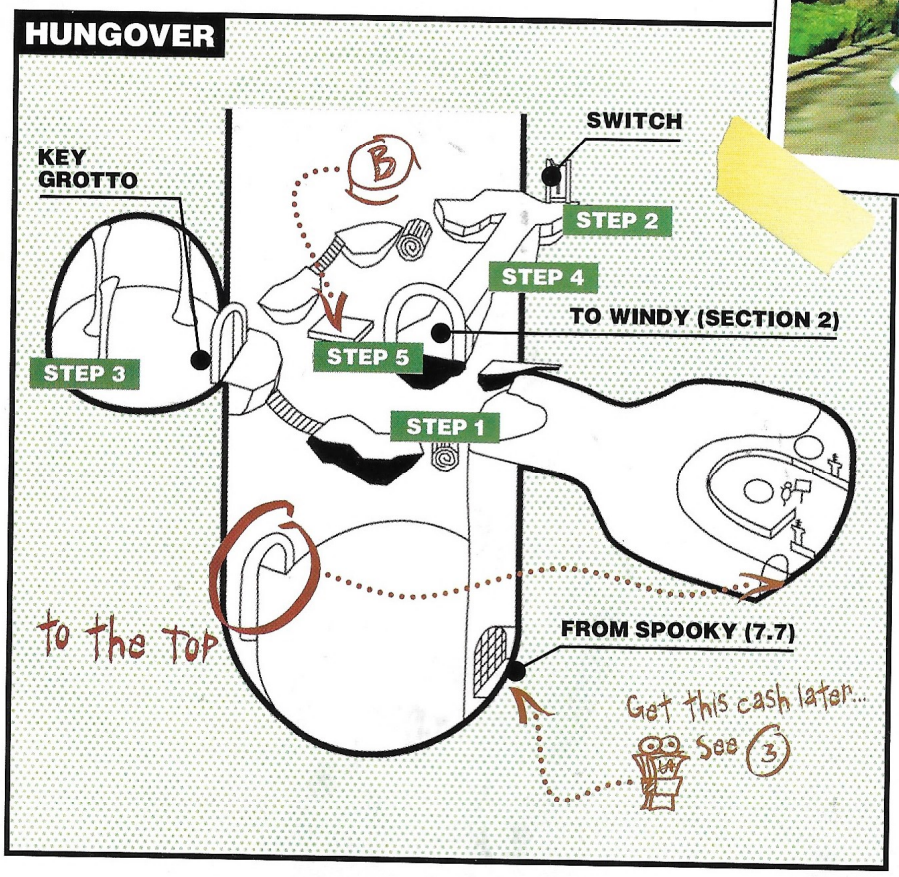
When architecture goes bad, everyone suffers.

Your upward progress is a relatively simple exercise complicated only by an immovable gargoyle. A proactive visit to the key-friendly grotto will infuse you with a renewed sense of your abilities and how to use them.

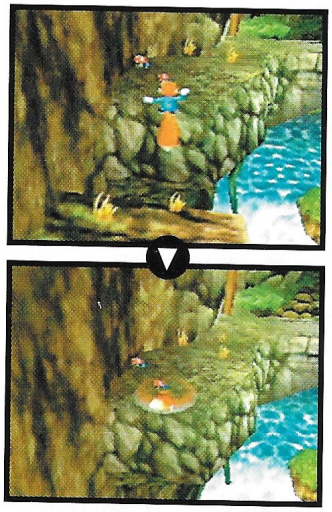


Rocks off!

The lazy blighter won't move out of the way without a little encouragement of the frying pan sort.



STEP 1 Jumping: A Useful Skill



Employ your tail propulsion system to maneuver yourself up and over the cliffs. Particularly high cliffs may require you to lower yourself into a crouch position (with the Z Button) from which you will spring much higher into the air, thereby facilitating your ascent.

⚠ CAUTION ⚠

• VERTICAL STRESS

Any sudden, unsafe or reckless movement may result in severe injury or a long trek back to where you fell from.

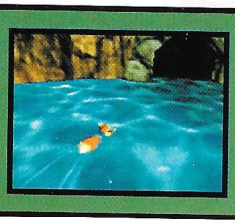


Fig. C
Wait approximately one half hour before swimming.

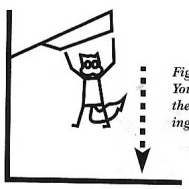
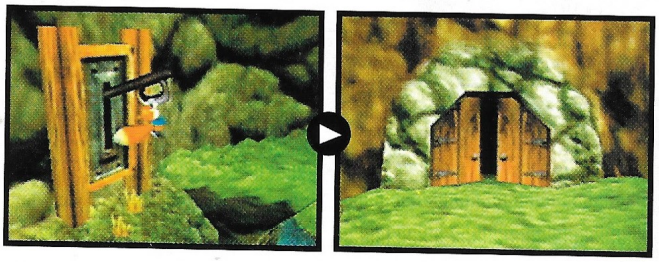


Fig. D
Your body weight will pull the lever down. Stop eating so much.

STEP 2 Opening Doors via Switch, i.e. Switch Hitting



When you've reached the appropriate area, you will find a switch conveniently placed for your use at no cost to you. Jump in the air in the general direction of the switch to pull it down. The door to the Key Grotto will open, allowing you entry to that destination.

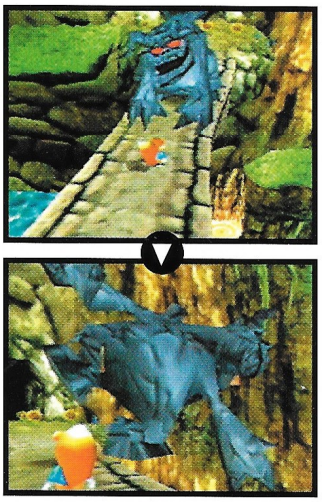
STEP 3 Cooking Implementation

Return to the doors the switch opened (Step 2, pg. 20) and enter the grotto. Take a few preliminary swipes at the key until you remember the frying pan you've been carrying the entire time. Bludgeon the key with the frying pan to stun it, then use it to open the door so you may leave.

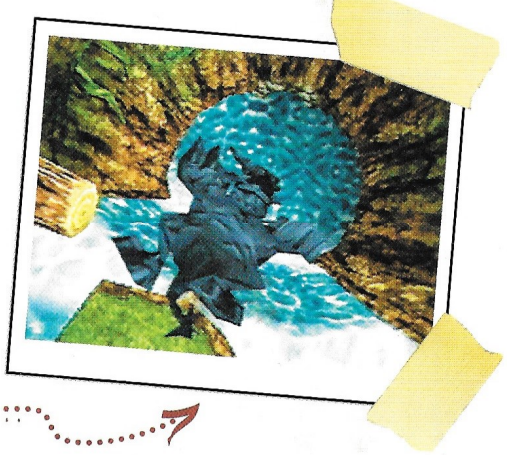
Fig. E
Many household objects make excellent weapons.

It's not just for breakfast anymore!

STEP 4 Clear the Obstruction

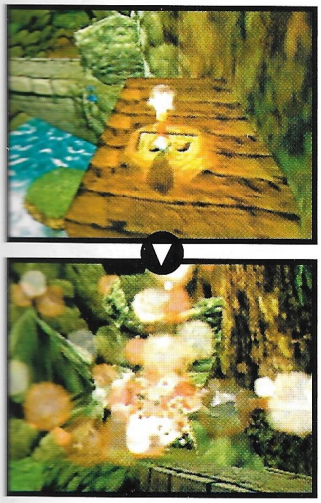


The hulking architectural ornament will not want to vacate his oddly chosen perch. Apply several vigorous blows to its stone body with the frying pan, which will amuse it to the point of distraction. The gargoyle will stand up in its amused state, only to lose balance and fall from the elevated perch, allowing you passage over the bridge.



SEE YA!!!
The big ones are always over-confident, if you know what I mean . . . .

STEP 5 Employ the Explosives



Your second interaction with context-sensitive pads comes on the wooden perch just above the newly fallen boulder blocking your path at the end of the bridge. Use your tail's helicopter-like abilities to flit over to the pad, then press B to set off the context-sensitive explosives, opening the path once more for travel.

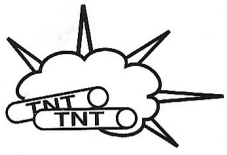


Fig. F
Dynamite, also referred to as T.N.T. and boom sticks. Jimmy Walker does not appear in the game.

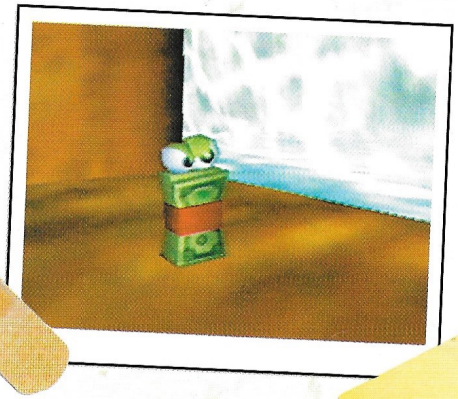
(B) THIS BLOWS . . . UP

The B pad brings up a plunger and dynamite, perfect for blowing up annoying boulders that just happen to fall from above when I'm tired and desperate to get home.

⚠ CAUTION ⚠

• EXTREME LONG JUMP

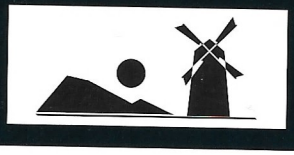
Many of the cliffs are quite far from each other, and many jumps are very difficult. Be advised that not falling is preferable to falling.



(3) MO' MOOLAH

After all that spooky business later on, I'll be able to pick up the cash behind the grate behind the waterfall. A barrel will drop me off behind the grate, which will open around the same time I pick up some more of that green stuff. Seems pointless to worry about that now, though.

SECTION 2 WINDY



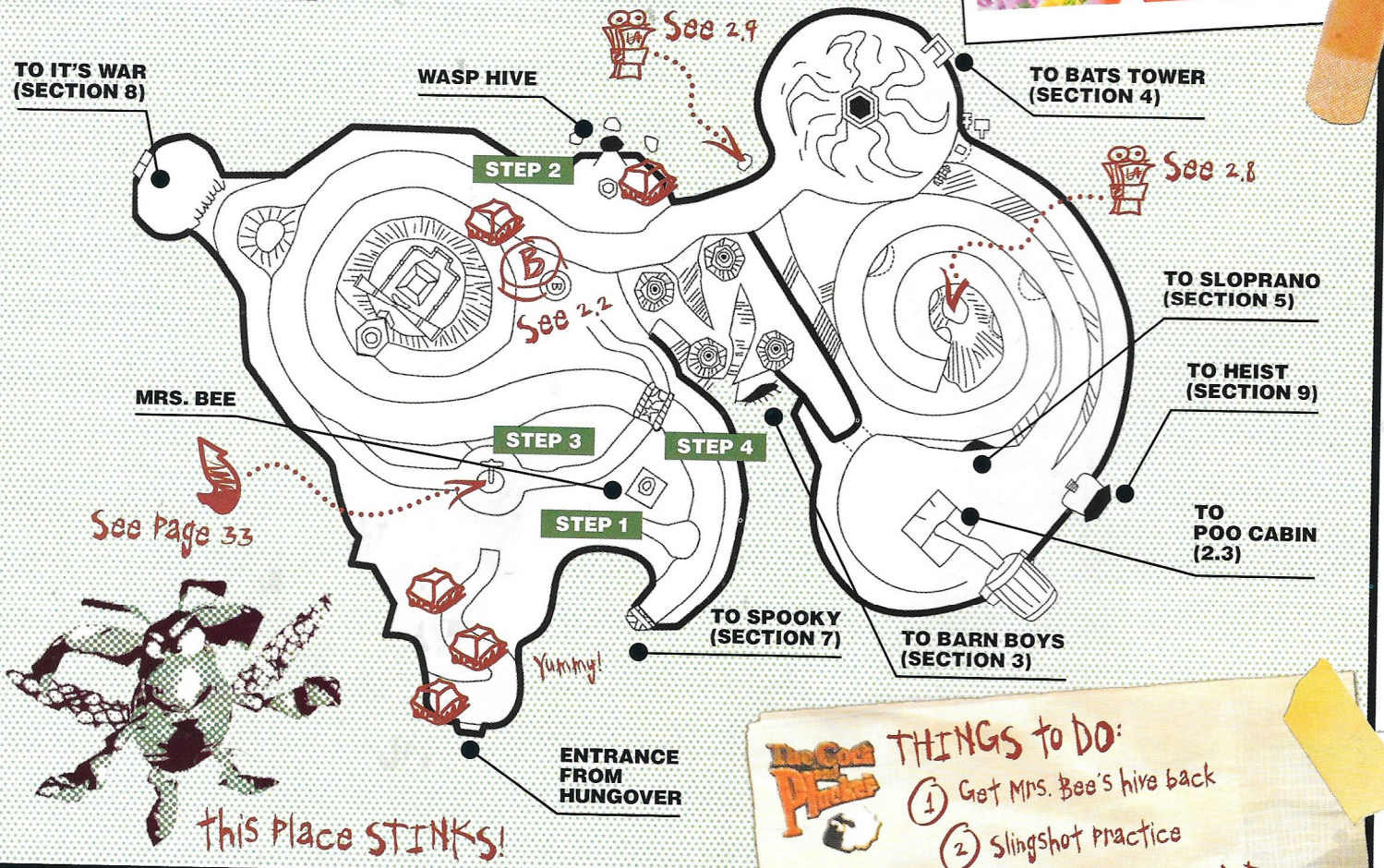
COMMUNE WITH NATURE AS OTHERS HEED NATURE'S CALL

IMPORTANT PRECAUTION! In general, one should scrutinize with utmost care and concern an area that could be considered by many to be a hub, whether by hub one is referring to the center of all activities, the entryway to many different areas, or the important part of a compli...

The beginning of the adventure proper lies here, in scenic Windy. While possibly named for its stunning landmark, the windmill, the name "Windy" is otherwise a bit of a misnomer—the air is actually calm all the time. Windy is, in some respects, the hub from which the spokes of the other areas radiate. In other respects, it's just an area.

Looks like a miniature golf course Berri dragged me to once.

WINDY SCHEMATIC



⚠ CAUTION ⚠

- **BEWARE OF THE WASPS!**
  Wasps are the leading cause of wasp stings. Wasp stings hurt, maim and, in quantity, kill. Wasp stings are to be vigorously avoided.
- **BEWARE OF THE DUNG BEETLES!**
  Dung beetles are very aggressive and may attack any persons, squirrels or objects that violate the beetles' territory.
- **BEWARE OF THE BULL!**
  A black bull with a severe dislike of the color red may pose a hazard to persons or squirrels or objects with reddish clothes, coloring or decoration.

The Cool Plumber

THINGS TO DO:
1. Get Mrs. Bee's hive back
2. Slingshot practice

THINGS TO DO A BIT LATER:
3. Go to Poo cabin
4. Get juices flowing
5. Bull session
6. Swim through Poo

THINGS TO DO MUCH LATER:
7. Roll the Poo
8. Roll more Poo

THINGS TO DO LATER STILL:
9. Wasps? Again?
10. Barrel o' Fun

200 Squirrel Tail Road · Serving 'Hair of the Dog' every night!

2.1 LIBERATING THE APIARY

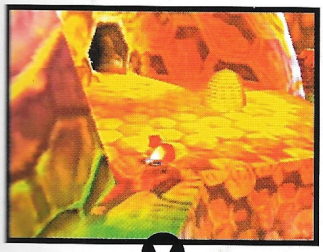
HELPFUL HINT: Bees and wasps are two types of creatures that like to inhabit hives. Some bees produce honey, but some bees don't. Wasps rarely produce honey, perhaps betraying a less-sweet nature than some bees.

Even the most well-planned, businesslike adventures can be slowed by an unexpected request from a fellow citizen of the planet. Bees are known to be generous with gratuities in response to jobs well done.

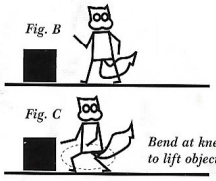
STEP 1 The Queen Bee's Request

To the right of your initial drop-spot, you will notice a large insect frantically buzzing around a sticky spot on the ground. If you consult the creature, you will learn that it is a bee whose hive has been stolen. Head away from the bee and back along the path on the ground to the left to ascertain the whereabouts of the hive.

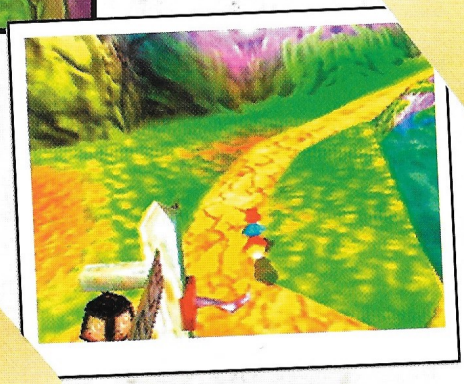
STEP 2 Take the Hive



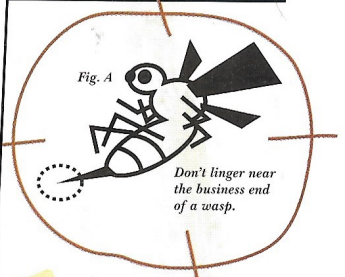
Follow the yellowish path back in the direction you just came from, then go past the sign and up an incline to a large, honeycombed hive. Walk to the far right of the small apiary, pick it up, and run very, very fast. Follow the path back, even when it veers around patches of grass and signs on the way. Do not stray from the path even for a single instant—disregard any apparent shortcuts. Take the path all the way back to the sticky spot and Mrs. Bee.



RUN AROUND THIS WAY



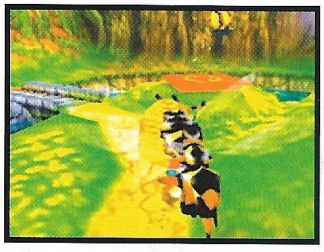
Oh, great, a metal hook. Good things come on metal hooks all the time. Lovely.



WATCH OUT FOR THE WORMBUG THING

On the way to pick up the hive, don't go in the honeycomb door. The Wormbug is a prick.

STEP 3 Replace the Stolen Hive



Continue on the path until the hive flies back to the red square with the sticky spot. The Queen Bee will enter the hive to exact vengeance on the criminal wasps.

Easy money!

STEP 4 Accept a Reward

After the bee kills the wasps, she will assess the value of her returned hive and reward you with $100 as compensation for your service to beekind. (Note: Money is often a reward for accomplishing goals in the game. Keep track of how much money you earn.)

2

2.2 DUNG BEETLE EXTERMINATION

HELPFUL HINT: If hostile vermin or other such undesirables are blocking your way, it is often in your best interest to remove them so you may continue. You can try talking to the vermin, but action may be your only course of action.

Slingshots are not toys. They are toylike weapons.

Over the bridge lies a B Pad where your inebriated acquaintance, Mr. Birdy, will meet you. He'll offer you an item of great importance, and if you have the monetary means and the will to succeed, he will give it to you.

STEP 1 Manual Transaction

Mr. Birdy has a manual entitled "What to Do," which he insists will give you much pleasure. You must purchase the instruction book to continue on, so complete the transaction to procure said document.

STEP 2 Slingshot Success

After you complete the transaction with Mr. Scarecrow Birdy, he will depart and the money you paid will come back to you on its own accord. Upon your initial action of pressing B firmly and completely, a short instructional sequence will begin describing in detail how to use the slingshot apparatus.

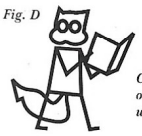


Fig. D

Consult the manual on the B Pads before using B Pads.

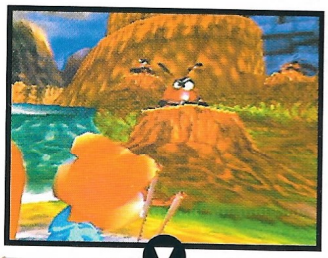
Bugger the bugs, that's what I always say. Nasty things...

⚠ CAUTION ⚠

• DUNG BEETLE HAZARD

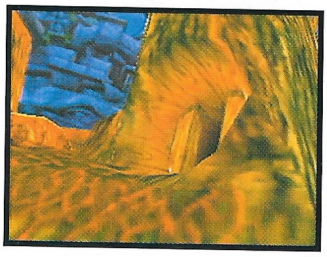
Exercise extreme caution when moving in and around the area inhabited by the red dung beetles. The beetles may be compelled to do you bodily harm.

STEP 3 Beetle Elimination



Aim the slingshot carefully in the direction of your intended targets, the dung beetles seated on the four wooden stumps. Be prepared to hit the insects twice: once to move them into the air and again to separate their mesathoraxes from their mesothoraxes, resulting in their complete extermination.

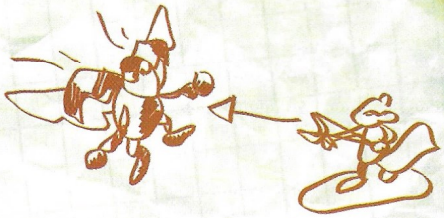
STEP 4 Open Door to Barn Boys



Dung beetle removal results in the opening of the door just above the rightmost tree stump near the top of the hilly area. Enter it to attempt the section known as Barn Boys. Return later to Windy.

GO TO SECTION 3: BARN BOYS

(B) THE CATAPULT (Slingshot)



Buy the manual from Birdy, then use it to learn to work the slingshot. Move the Control Stick to aim and press Z to fire at those awful beetles.

2.3 POO CABIN AND ENVIRONS BEYOND

HELPFUL HINT: Poo, while merrily named, is a serious fecal matter. Under normal circumstances quite unlike the current undertaking, one should never venture into a poo-centric environment for fear of malodorous repercussions.

Don't pooh-pooh the poo.

Flush any sanitary convictions you currently hold, as they will certainly go to waste within the confines of Poo Cabin. A gas mask is an excellent protective measure against the somewhat distinctive odor signature of the poo area.

STEP 1 Inside Poo Cabin

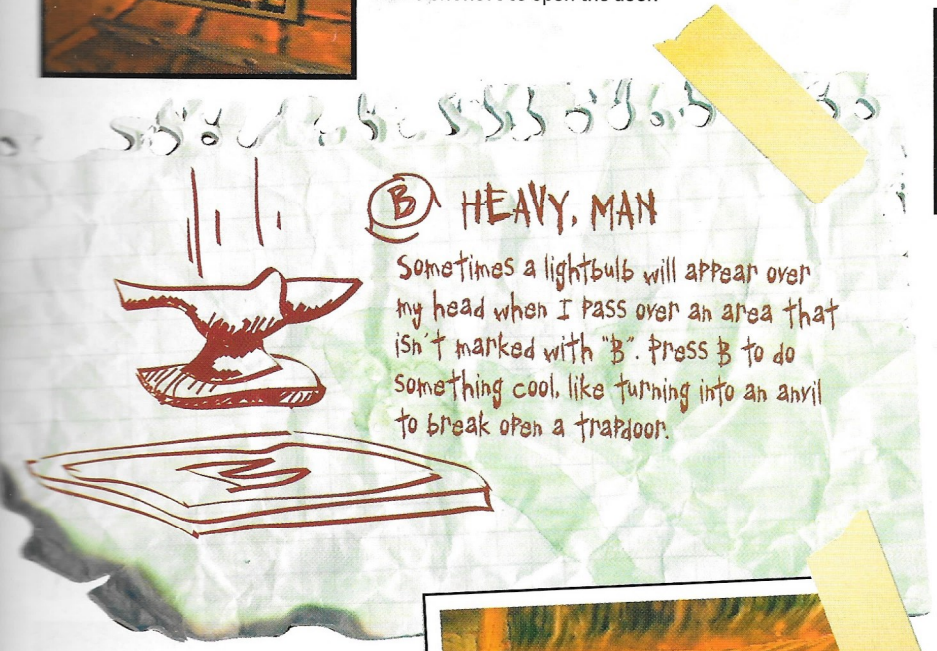
When you've gone a short distance past the entrance to Barn Boys, you will reach for your gas mask, a sign that you are nearing Poo Cabin's stench. Walk up to the door to push it open, then enter cautiously. You will be able to enter after you check your watch in Barn Boys.

Fig. E

Extended poo gags are hilarious. Wash hands thoroughly after use, but it's hard to get the taste out of your mouth.

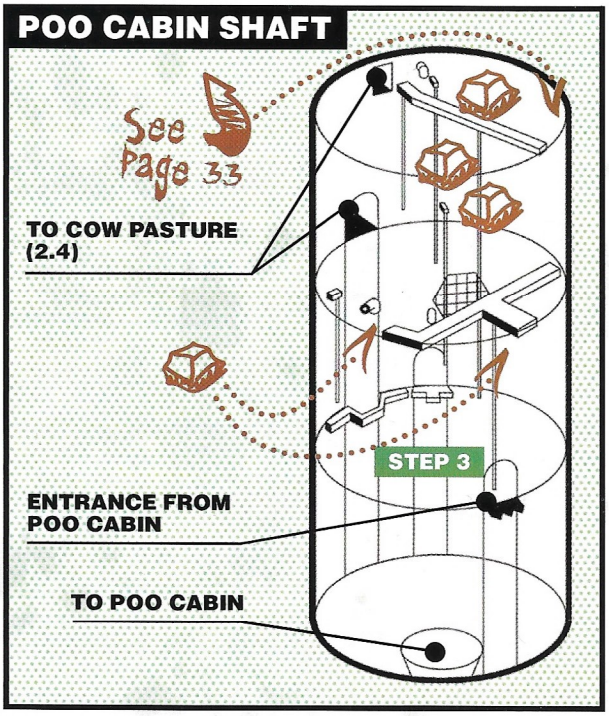
STEP 2 The Trapdoor and the Anvil: A Study

Speak to the dung beetle on duty to make arrangements for a poo ball to be delivered at a later date. Walk over to the trapdoor, noticing the lightbulb that appears over your cranium at that time. Press B with authority to transform momentarily into an anvil with sufficient heft to open the door.



In my line of work, a gas mask is . . . yeah, who am I kidding? I stole it off a drunk. Anyway, it keeps the poo gases from killing me.

POO CABIN SHAFT

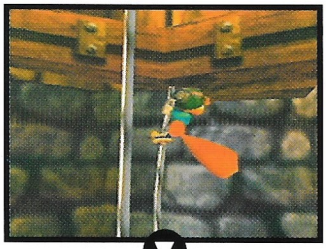


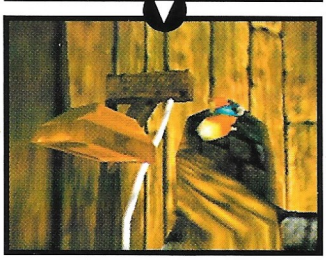
⚠ CAUTION ⚠

• WASTE BIOHAZARD

Poo in its various forms (related solids, liquids and gases) can be detrimental to body and soul. Avoid excessive contact with excrement unless absolutely necessary.

STEP 3 Ascending Poo Shaft





Ascending Poo Cabin's shaft is as simple as leaping horizontally, diagonally or otherwise from rope to rope until one of the doorways, marked "To Cow Pasture" on the Poo Cabin Shaft diagram above, comes into view. Helicopter over to the door from a convenient rope and enter it. The doorway can be reached from nearly any of the higher ropes.

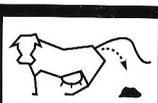
Fig. F

It's always advisable to learn the ropes, as shown here.

4

2.4 PROPER USE OF PRUNE JUICE

HELPFUL HINT: Prune juice has been used for centuries as a natural, mild laxative. Liberal doses of the fibrous fruit beverage may have rather explosive results—use caution and consult a doctor before ingesting large quantities.



Cow excrement emits methane gases that could be harmful to good taste.

Working hard is the only way to produce results. Sometimes, however, even hard work doesn't produce the results you want, and that's when you need other aids, such as healthy, satisfying prune juice, to get things moving along.

STEP 1 Locate the Location of Prune Juice

As you enter the Cow Pasture, look for the location of the prune juice. It is marked with a purple label that says "Prune Juice" in large, white letters. Move in a direction consistent with the location of the sign to locate the prune juice tap, then move to the sign's left then past a trough to find a place where you can climb up. Take care to avoid the bull.

STEP 2 Jumping Balls of Poo

Continue to climb the wooden ramps, making every effort to avoid the balls of poo that are occupying and traveling along the same wooden ramps as you are. The ramps are wide enough for all travelers, especially if one hugs the wall. Jumping the balls of poo is also quite effective.

STEP 3 Starting the Prune Juice Flow

Jump to the very top of the prune juice barrel, then move to the spigot. Run in a circle in the same pattern and direction that the hands of a clock move, in agreement with the arrow shape on the top of the tap. Prune juice will begin to flow into the trough, thus completing your direct involvement with prune juice.

STEP 4 Getting a Bull's-Eye

After you've released the prune juice, return to the circular field, where a red-white-and-blue target is located. From a safe distance, pinpoint the location of the target, then walk toward it cautiously, avoiding any congress with the bull until the appropriate moment.

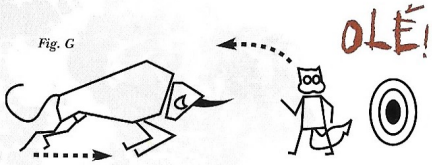
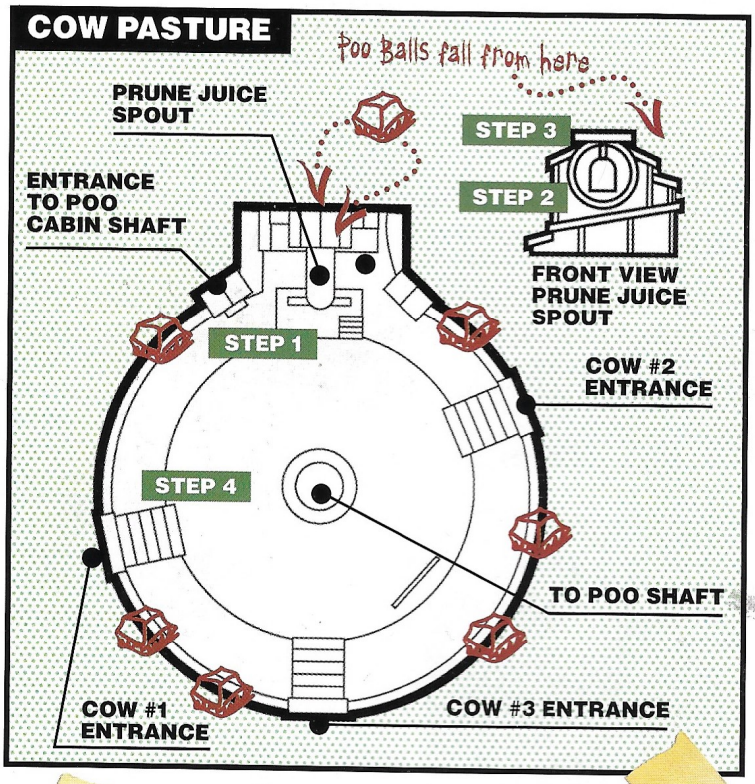
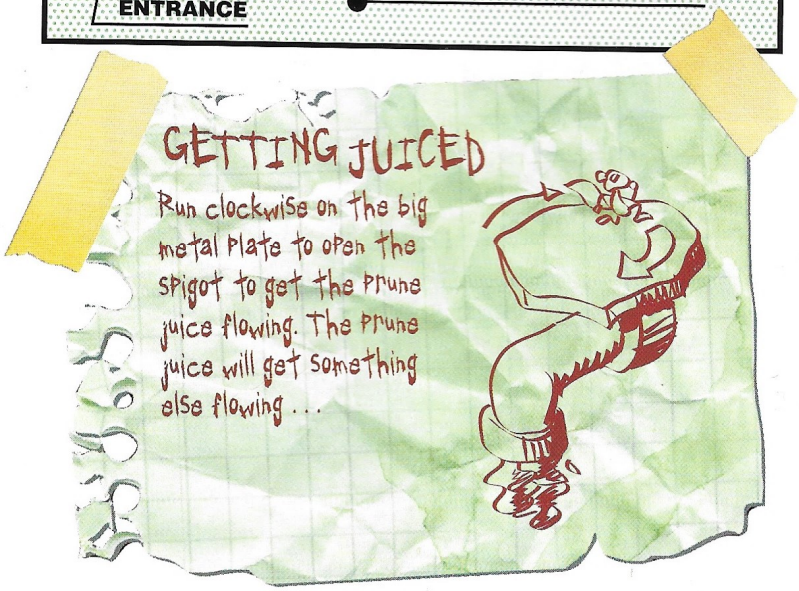


Fig. G

Being gored sounds funner than it actually feels. Avoid contact with bull horns to remain ungored.

conker + berri





⚠ CAUTION ⚠

• FARM ANIMALS AT WORK

Large farm animals are considered to be domesticated, but that does not mean that one should invade the farm animals' space uninvited. Large farm animals can attack unwelcome visitors.

2.5 ANIMAL HUSBANDRY SIMPLIFIED

HELPFUL HINT: It's thought that bulls are aggravated by the color red. Various studies of the rural legend by Yale, the University of Pamplona and other leading authorities on bull are inconclusive, yet precaution is always advised around bulls.

Grab the bull by the "horns." He likes it.

Prune juice is one of the ingredients that make many poo factories run smoothly. Many modern poo concerns also rely on the hard work and dedication of cows and bulls. Large animals mean big production.

⚠ CAUTION ⚠

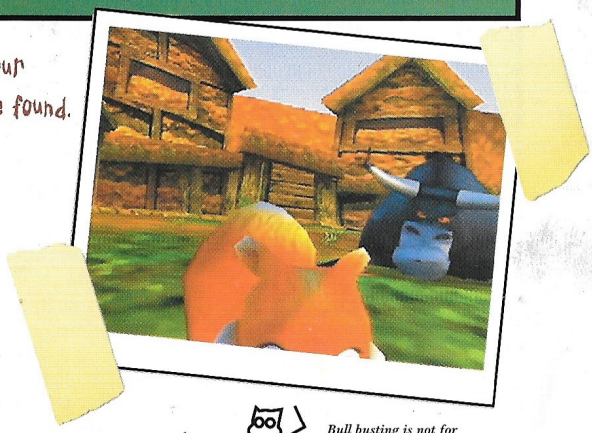
• ENTERING BULL ZONE

Bulls are not prized for docile natures or small profiles, and so they are bred to be immense and incensed. Do not put yourself between a bull and a target unless absolutely necessary.

STEP 1 Targeting the Target

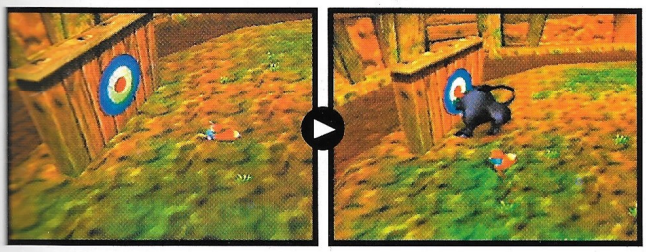
After determining the location of the red-white-and-blue target, stand very close to and in front of the target. Quickly jump out of the way when you hear and see the bull rapidly approaching you from behind. The bull will hit the target, opening a gate from which a cow will emerge.

Bulls are not among your friendlier animals, I've found.



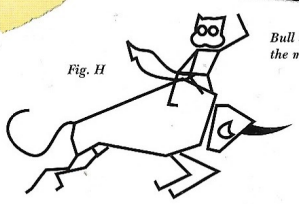
Bull busting is not for the meek.

STEP 2 Securing Bovine Transportation



After you've coaxed the bull into hitting the first target, another, sturdier target will appear. Stand in front of it as before, jumping out of the way as the bull nears. When the bull becomes momentarily trapped in the wall, jump on its back.

Fig. H



YEE-HAA!

STEP 3 Bull Shift

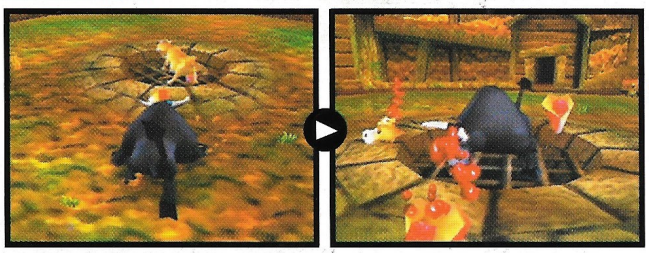
A lightbulb will appear over your head as you mount the bull or slightly thereafter. Pressing B will cause the bull to charge, so don't press B until you've steered the bull into position with the Control Stick. Move the bull so it is perpendicular to a cow, then press B. Each cow will need more bull persuasion than the last to move over to the prune juice.

It's not just a cock and bull story. There are cows, too.

A COWPOKE'S GUIDE TO BULL RIDING:

1. Hold on.
2. No stud jokes
3. Steer away from moat
4. HOLD ON!!!

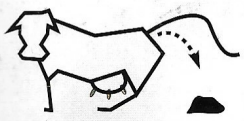
STEP 4 Putting the Cows to Pasture



After each cow drinks the prune juice, it will position itself over the grate in the middle of the field where it can defecate cleanly. Mount the bull again—if you're not already mounted—and aim it toward the cow. The cow will be downsized, raising another target for the release of another cow. There are three cows to be dealt with in this manner.

The movement starts here.

Fig. I *Moo poo.*

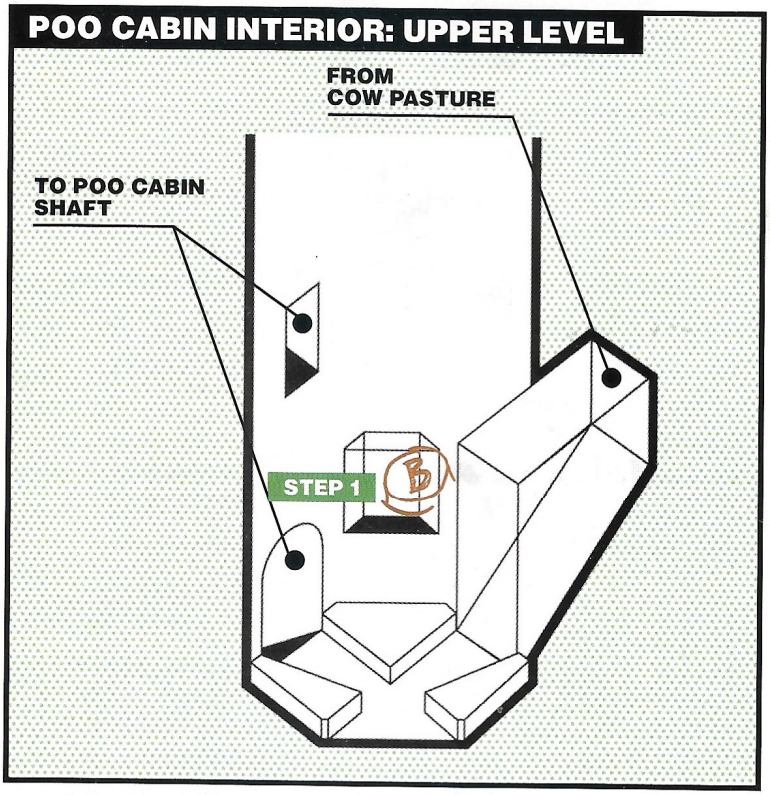


2.6 BUOYANCY AND OTHER CONCERNS

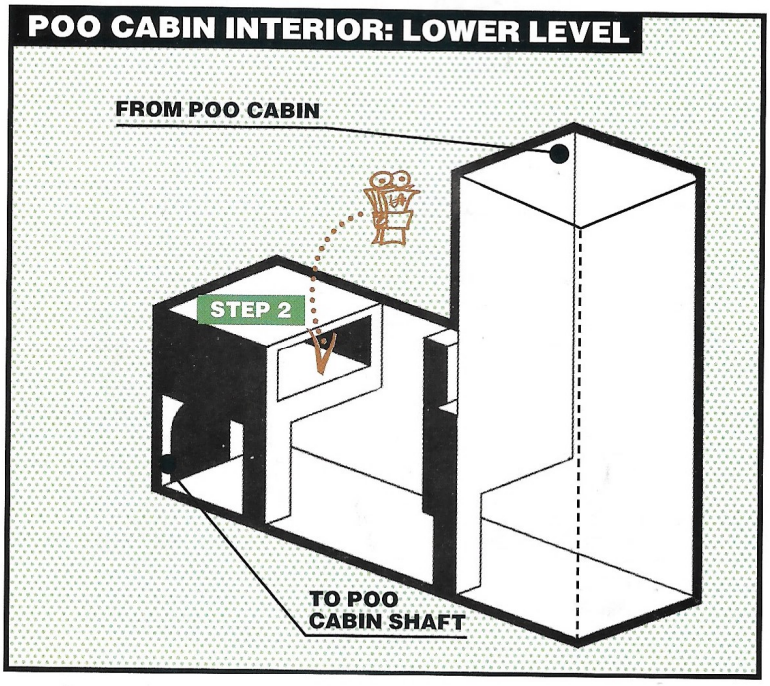
HELPFUL HINT: Continued immersion in liquids for extended periods of time may result in death by drowning. To prevent drowning, locate a pocket of breathable air and inhale deeply.

Upon finding yourself inside the liquid-filled Poo Cabin, do not panic. Once you have discarded your personal flotation devices, you will be able to submerge and/or swim underwater for limited periods of time. Remember to breathe often.

POO CABIN INTERIOR: UPPER LEVEL



POO CABIN INTERIOR: LOWER LEVEL



STEP 1 Self-Medicate Prior to Swimming

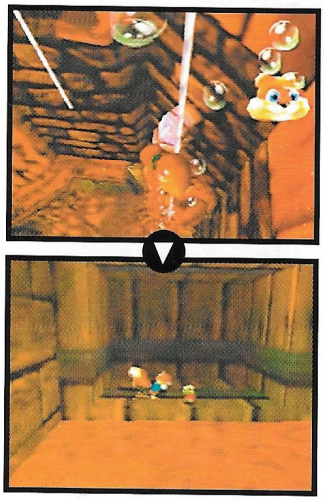
Standard-issue Confidence Pills will allow you to abandon your personal flotation devices. Leap upon the B Pad on the far side of the befouled Poo Cabin and firmly press the B Button to ingest the aforementioned pharmaceuticals.

⚠ CAUTION ⚠

• BOVINE FECAL BIOHAZARD

Ingestion of, or prolonged immersion in, bovinal excreta should be avoided. Possible side effects include massive hemorrhaging, nausea, dizziness and olfactory overload.

STEP 2 Retrieve the Currency



Move from the shaft containing the B Pad to the adjacent, deeper shaft. Dive to the bottom of the shaft, then enter the black hole with poo flowing into it (See Poo Cabin Shaft, section 2.3). You will emerge in the entrance to Poo Cabin. Dive into the hole then swim to the bottom. Once you locate the horizontal shaft, swim to the surface in that shaft. You will find money on the surface (see Poo Cabin Interior: Lower Level).

Fig. J

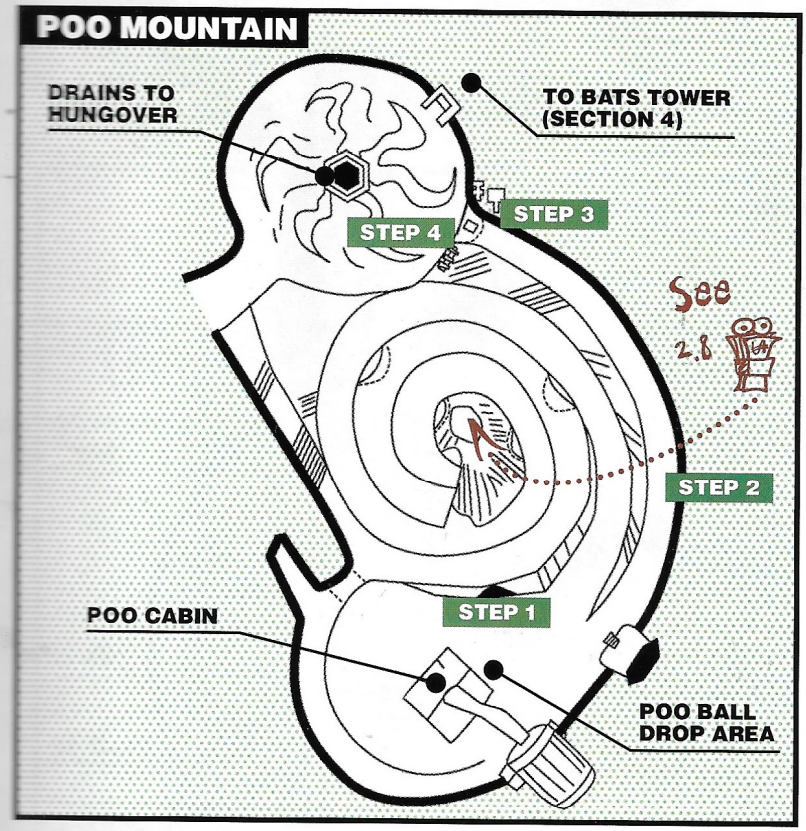
Note: Swimming can be fun. Remember to wait 45 minutes after eating.

2.7 ON EXCREMENT AND ITS FUNCTIONS

Note: If it's yellow, let it mellow.

HELPFUL HINT: If you are having trouble locating the poo, simply look around some more. Note that there is already plenty of poo in this game. DO NOT attempt to manufacture your own, no matter how frustrated you may become.

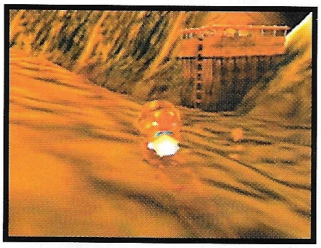
Feces, excrement and coprolite—or "poo"—have long been hoarded by Windy's population of dung beetles. Once Poo Cabin is flooded, there will be a bounty of poo for all.



STEP 1 Locate the Poo Ball

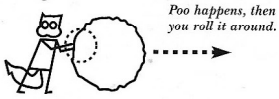
Circumnavigate Poo Cabin until you locate a set of shutters. A poo ball will emerge from them. The ball can then be manipulated as you see fit. Remember to wash your hands before and after handling poo. Failure to do so may cause severe social dysfunction.

STEP 2 Manipulate the Poo Ball



By positioning yourself on one side of the poo ball and pressing firmly, you may push or otherwise move the poo ball about. Note that poo likes to flow downhill. NEVER attempt to push a poo ball up a ladder.

Fig. K



Attention: Poo happens, then you roll it around.

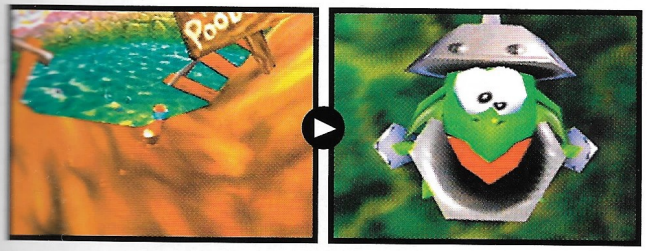
It's a foul ol' job

⚠ CAUTION ⚠

• DANGEROUS CURRENTS

When faced with a powerful current, attempt to position yourself near the shore. Swimming near a powerful current may lead to loss of orientation, death or Swimmer's Itch.

STEP 3 Move the Poo Ball to the Water's Edge and Discard



Once the poo ball is in motion (see Steps 1 & 2) guide it up a flowing poo slope and to the edge of a cliff, where it may be dropped upon the head of a guard. If you are having trouble locating the water, look for a large, round, blue area.

STEP 4 Activate the Lever and Unblock the Drain

You will find a large switch inside the nook with a poo-covered guard (see Step 3). Application of full body pressure (jumping) upon the switch will cause a drain to open underwater, relieving the pond of any remaining guards or guard-type creatures.

Off to Section 4: BATS TOWER

Holy crispy crap, I've got a king's ransom in Poo!

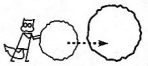
No matter how much poo I use, the cabin just makes more! It's like that movie... the one with the giant cabin filled with poo... Citizen Kane.

8

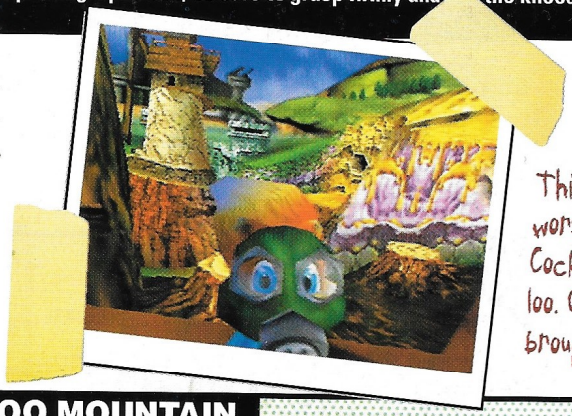
2.8 ADVANCED POO LOCOMOTION

HELPFUL HINT: Always remember that poo balls must be pushed from behind for maximum effect. Attempting to pull a poo ball will often produce unwanted results. When pushing a poo ball, be sure to grasp firmly and [illegible] the knees.

Note: A rolling poo ball gathers more poo.



Pushing a poo ball up a steep ramp is not as difficult as it may sound. The secret to successful ramp navigation is a steady hand on the Control Stick and plenty of traction. A well-maintained gas mask will also prove useful.

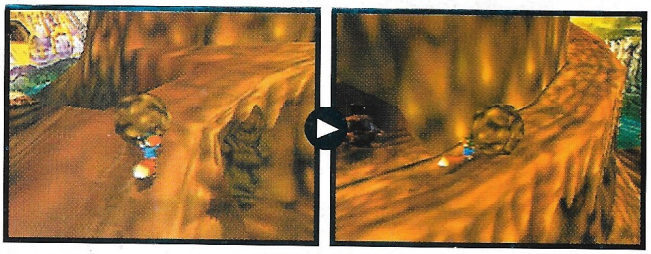


This place smells worse than the Cock and Plucker's loo. Good thing I brought my mask.

STEP 1 Retrieve a Second Poo Ball

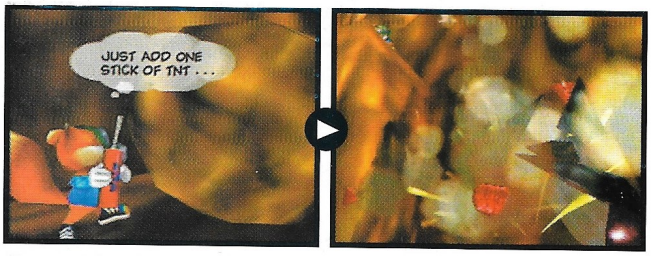
Poo Cabin will regenerate a duplicate poo ball once the first poo ball has been removed from the cabin. Removal of the new poo ball will then result in the creation of another, identical, poo ball.

STEP 2 Utilize Ramp One



Once you have secured a new poo ball, proceed to propel it up Poo Mountain by use of Ramp # 1. Take heed of flying insects as you ascend the mountain. You can avoid them by taking shelter in the nooks that line Ramp # 1, or by waiting for them to enter the nooks.

STEP 3 Poo Ball Demolition



Upon reaching the apex of Ramp # 1, insert the explosive of your choice inside the poo ball and and push it over the edge toward a large dung beetle. There is NO NEED to use a B Pad or Control Stick for this task, as it will be handled for you by a cinema cut-scene.

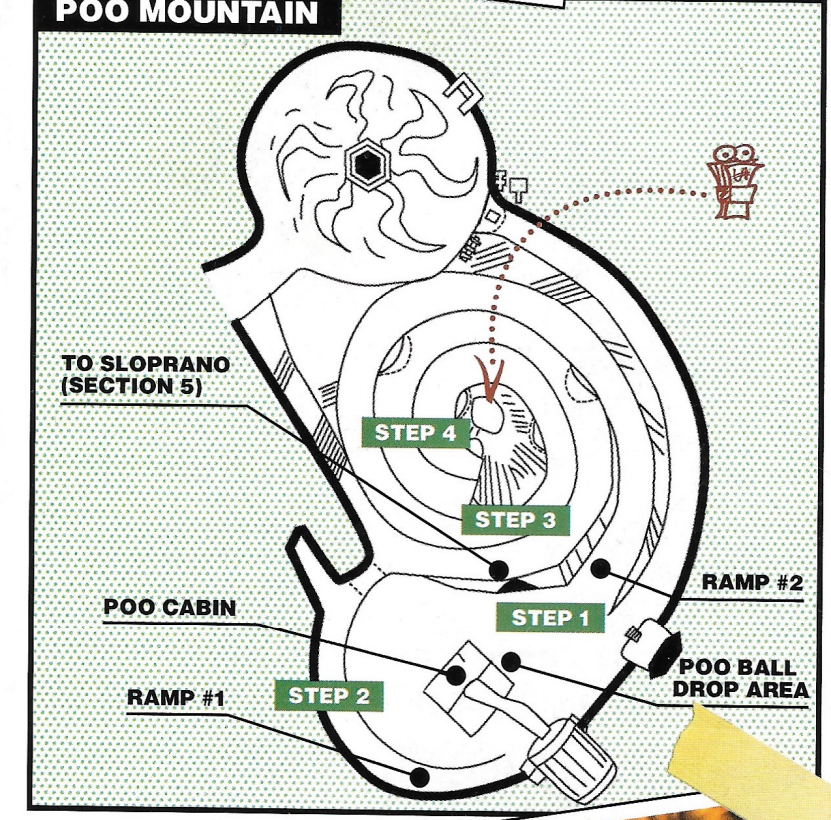
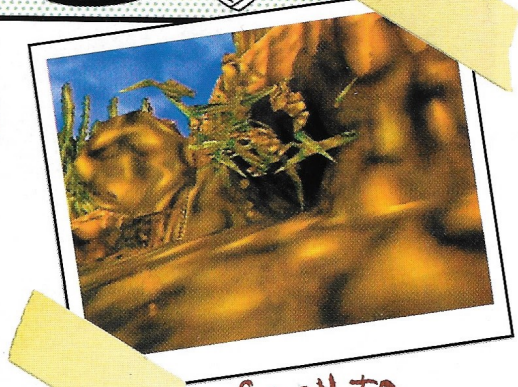


Fig. L

Fire in the hole!

Danger: TNT. It's dynamite.



STEP 4 Retrieve a Third Poo Ball and Manipulate It

Return to the Poo Cabin's exterior and retrieve another poo ball (see Step 1). Maneuver it up and around Ramp # 2 until you reach the peak of Poo Mountain. Insert the ball inside the cave mouth at the top of Poo Mountain to open a passage at its base.

GO ON TO SECTION 5: SLOPRANO

Daddy needs new shoes!

There's a hundred bones on top of Poo Mountain! It'll be easy to reach if I jump on top of the Poo ball from Step 4.

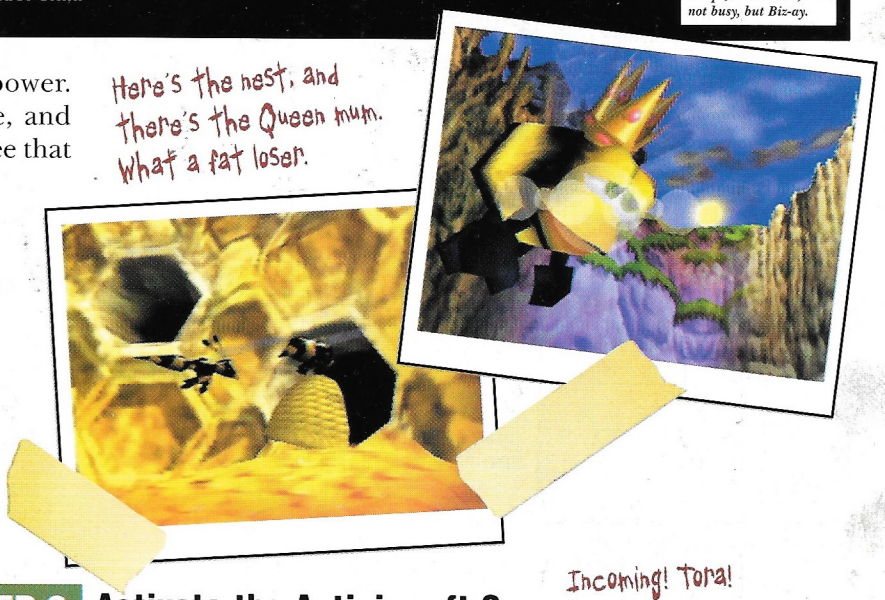
2.9 ELIMINATING AIRBORNE PESTS

HELPFUL HINT: Wasps possess a large, pointed barb, often referred to as a stinger, on their rear ends. Avoid the stinger at all costs, as it can puncture your soft, tender skin.

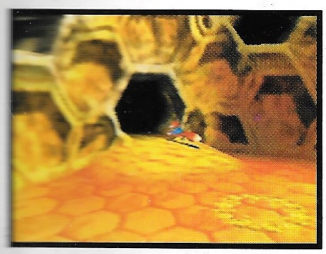
Note: Wasps, unlike bees, are not busy, but Biz-ay.

Always begin negotiations from a position of power. Remember that "Queen" is merely an honorific title, and the bee is the one in need of YOUR services. Exact a fee that is commensurate to the task.

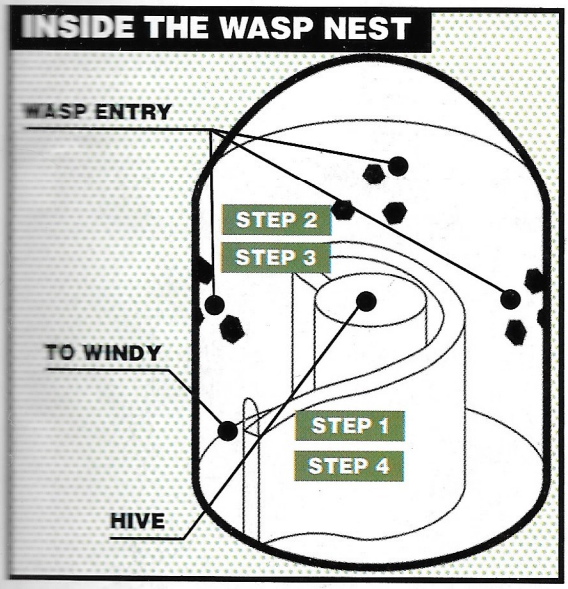
Here's the nest, and there's the Queen mum. What a fat loser.



STEP 1 Return to the Hive

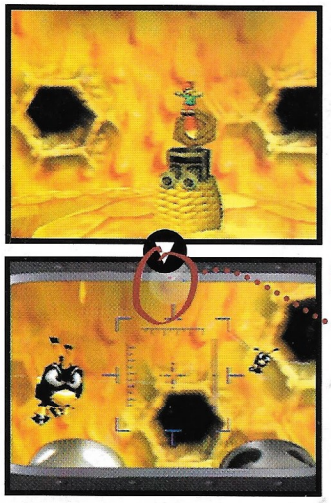


After negotiating a fair sum from the Queen Bee, make your way once again to the wasp nest. Once you reach the wasp nest, proceed to enter the wasp nest. There is NO REASON to fear the unnamed monster that attacked before, as it has vanished.



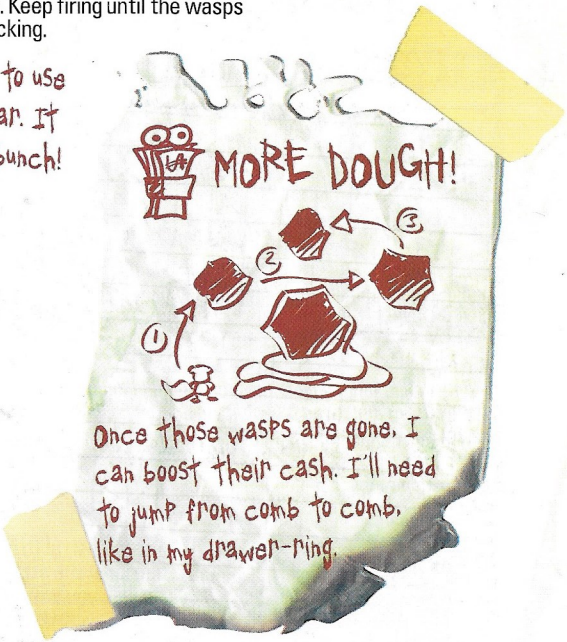
STEP 2 Activate the Antiaircraft Gun

Incoming! Tora! Tora! Tora!

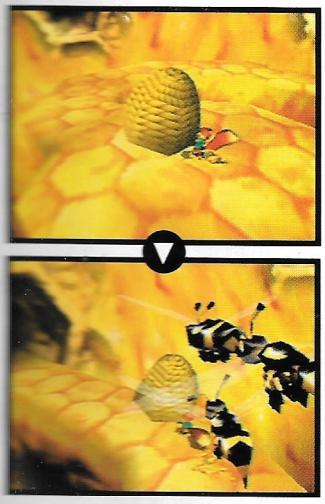


Once you have infiltrated the wasp nest (see Step 1), navigate the winding path and insert yourself inside the Bee Hive's antiaircraft gun. Proceed to use the gun against incoming wasp attackers. Keep firing until the wasps stop attacking.

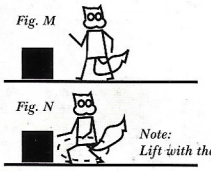
Be sure to use the radar. It helps a bunch!

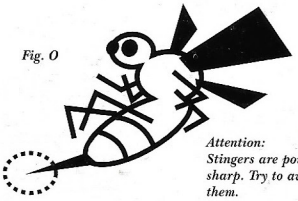


STEP 3 Lift the Hive and Transport



If your artillery fire is successful, the wasps' swarm will diminish in ferocity. When it happens, remove yourself from the hive and carry it back to the Mrs. Queen Bee. If you are pursued by angry wasps, stay on the path to the hive's original location (Mrs. Queen Bee's home). Do not stop until you reach your destination.





STEP 4 Return the Hive to Its Owner(s)

Returning the hive will result in its being right in the place where it previously resided before it was stolen. You will also receive some cash during a cinema cut-scene.

$100 Smackers?! I'm goin' to Reno!

I bet Mario never got a stinger up his arse!

10

2.10 BARREL LOCOMOTION GUIDELINES

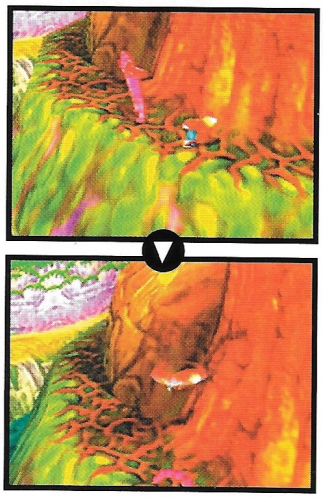
HELPFUL HINT: The key to successful barrel riding is proper STEERING. Use the "Control Stick" mechanism to make the barrel move as it descends the hill.

Caution: The rolled-out barrel does not contain fun.

Although barrels are primarily used to contain loose objects and liquids, they have another important use: transporting squirrels down slopes. The cylindrical shape of the typical barrel facilitates its secondary function.

These big bastards snarl and snap. Why can't they just dry up on the sidewalk like proper worms?

STEP 1 Ascending the Slope



Ascending the spiral path to the Windmill may be hindered by carnivorous worms. If you are caught within a worm's striking radius, you may suffer violent chewing and subsequent blood loss. The hazard can be avoided by a simple jump, followed by a tail-spin maneuver (see Fig. P).

Fig. P

Note: The feeling of wind on your fur can be exhilarating.

The worms go in. The worms go out.

The worms bite my hairy bottom with their razor-sharp fangs.

BRILLIANT!

STEP 2 Barrel Negotiation

Mr. Barrel— a barrel-shaped creature or some type of creature taking refuge in a barrel—sits atop a circular platform near the entrance to the Windmill. For a service fee of $2,110, Mr. Barrel will give you a ride to the bottom of the sloped walkway (the walkway that leads from ground level to the circular platform on which Mr. Barrel sits).

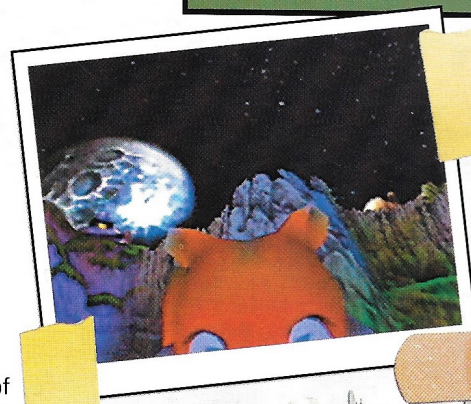
STEP 3 Descending the Slope

You should jump on top of the barrel before you ride the barrel to the bottom of the hill. The preferred method for riding the barrel involves steering the barrel as it moves down the path. If you want to make the barrel go right or left, move the Control Stick to the right or left.

⚠ CAUTION ⚠

• DECELERATION TRAUMA

Steering the barrel in such a way that it goes over the edge of the designated path can result in an uncontrolled descent. An uncontrolled descent can result in deceleration trauma.



I am sooo scared. I just want to say to Berri's mum...I'm sooo sorry. This was all my idea. This was my project.

STEP 4 Barrier Removal

For the barrel to break through the barrier in the stream at the bottom of the hill, you will need to steer the barrel to the bottom of the hill (Step 3). Once you have steered the barrel to the bottom of the hill, the barrel will continue moving toward the barrier until it reaches it and causes an impact that will break the barrier.

RIGHT. LOOKS LIKE I'M OFF TO THAT SPOOKY PLACE IN SECTION 7

LAST WILL and TESTAMENT of CONKER THE SQUIRREL

I hereby bequeath my collection of Gor books, novelty Pint glasses and squirrely mags to the lads at the Cock and Plucker. I leave everything else to Berri, unless she takes up with another weasel.

Conker T. Squirrel

CAUTION

• ICY HAND OF DEATH AHEAD

The depletion of Antigravity Chocolate (AGC) can result in premature death.

Death can be characterized as the complete loss of life. A rodent suffering from death is usually considered "dead." In the event of death, the deceased, or dead, must speak to Gregg, also known as Death.

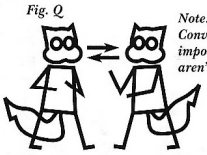
STEP 1 Achieving Death

Making yourself dead is not difficult. Simply engage in behaviors that deplete your supply of Antigravity Chocolate until you no longer move. When you've stopped moving, you are probably dead. (However, if you stop moving the Control Stick, then you will stop moving on screen. In that case, you are NOT dead.)

STEP 2 Converse with Death

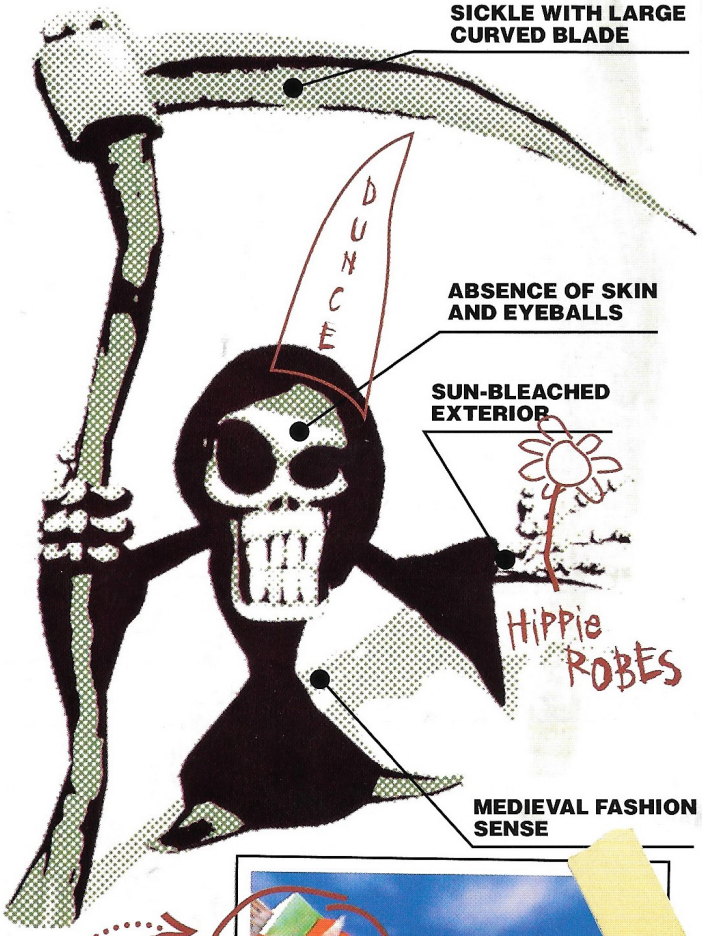
Confronting Death is nearly as easy as dying itself. Wait patiently in the netherworld until the Grim Reaper approaches you. Stop manipulating your Controller while a cinema cut-scene shows you holding a conversation with Death (Fig. Q). Note: You CANNOT participate in cinema cut-scenes.

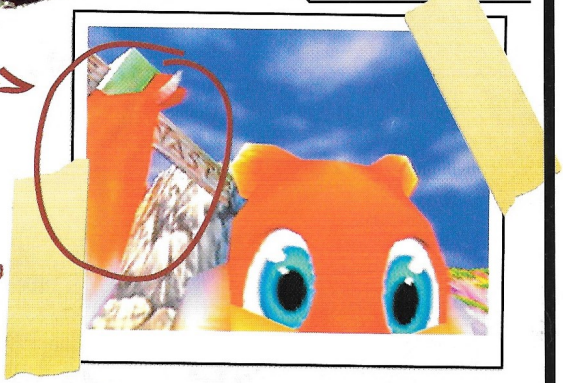
Fig. Q



Note: Conversation is an important skill if you aren't attractive.

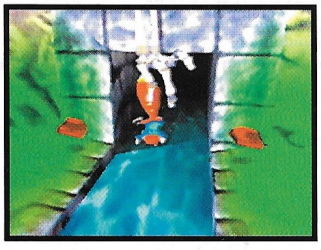
Napoleon Complex





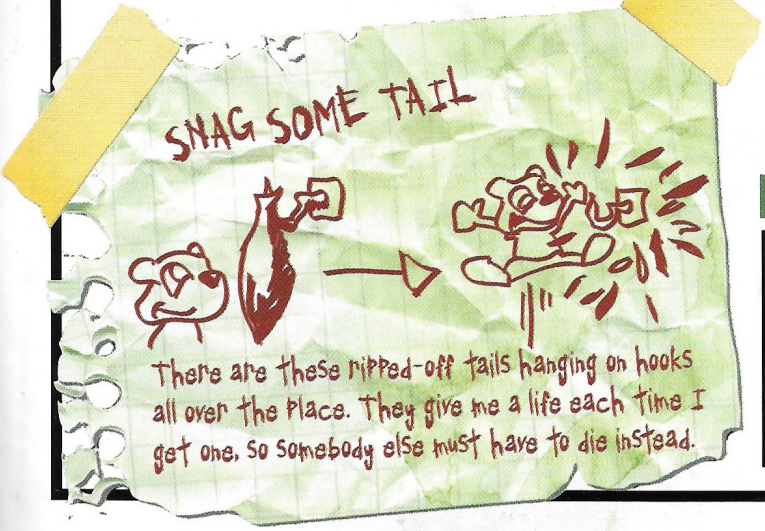
I'm not just the president of the Tail Club for Squirrels—I also have a member.

STEP 3 Live Again



When you have accumulated tails—which give you extra lives—you can utilize the tails to live extra lives until they are gone.

So, if I die, this hand drops me back down to earth. If I run out of tails, it's game over—but I still start close to where I left off.

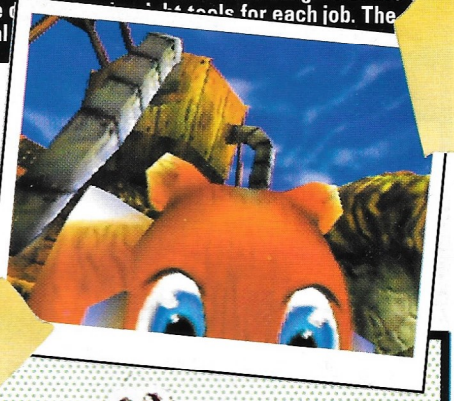


SECTION 3 BARN BOYS

AGRICULTURAL LABOR HAZARDS AND SAFETY MEASURES

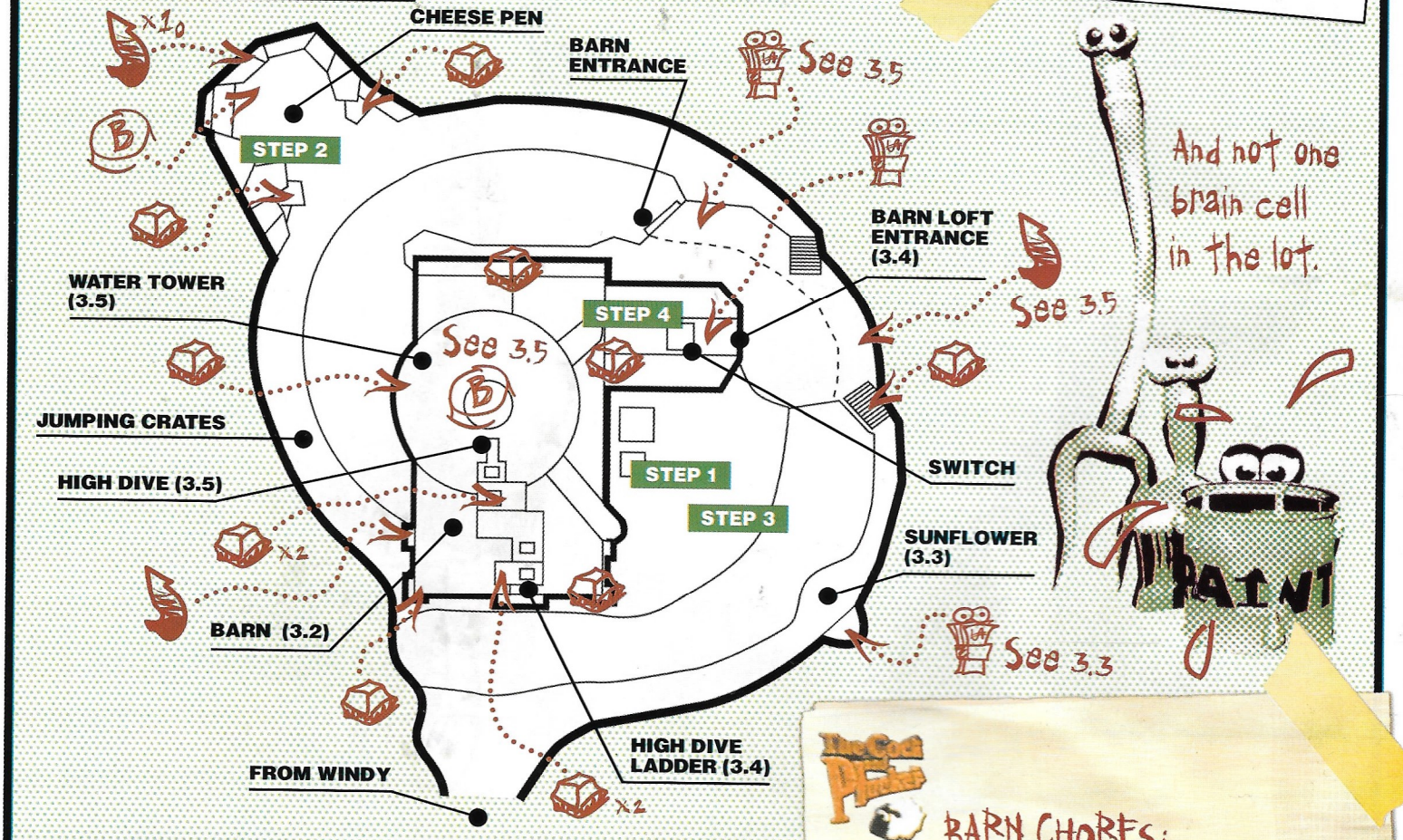
IMPORTANT PRECAUTION! When faced with the prospect of working the land, one must consider the dangers of life o… the farm. The first consideration should be the … tools for each job. The pitchfork, for example, should not be homicidal!

Farm life presents a variety of challenges. Beyond the hard work and long hours, one must consider dealing with the disposition of the animals, plants, tools and equipment. If a field mouse is overly demanding, a sunflower unreasonably shy or a haystack overtaken by killer instincts, one must deal with the issue in a calm and efficient manner.



Heights make me queasy. Maybe I shouldn't have had that last pint.

BARN BOYS SCHEMATIC



⚠ CAUTION ⚠

- **HEAVY CRATES CAUSE PAIN**
  If a hopping crate lands on you, you will lose chocolate. Crates tend to hop in the direction they are facing. Run under them when they face you.
- **BATS ARE NATURAL PREDATORS**
  Commonly found in dark places, bats have a tendency to attack with a swooping motion and can bite, often drawing blood.
- **CLIMB LADDERS AND GUTTERS CAREFULLY**
  A fall from a high ledge or ladder can be damaging or even fatal. Watch your footing while climbing and avoid unnecessary risks.

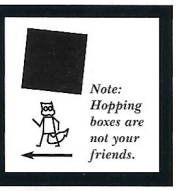
BARN CHORES:

1. Give the rat some cheese
2. Let Franky deal with the haystacks
3. Pollinate the sunflower
4. Give the hay machine a good bashing
5. Try out the high dive

200 Squirrel Tail Road · Serving 'Hair of the Dog' every night!

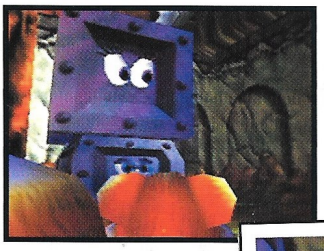
3.1 SOLVING PROBLEMS WITH CHEESE

HELPFUL HINT: In dealing with a dispute between two parties, one may offer concessions to resolve the situation. When a mouse has outlasted its welcome, for example, it may be persuaded to leave if it is given enough cheese.

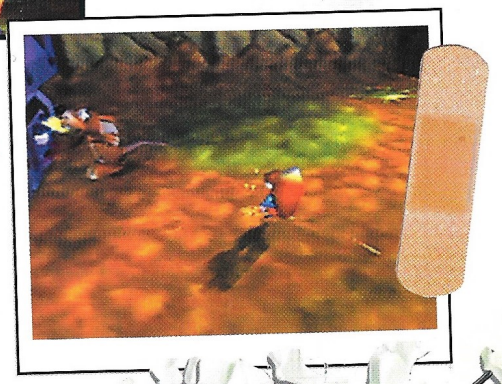


Problem solving often requires collaboration. To open the barn door, you must press the door release on the roof. For a boost to the roof, you must solve a rodent problem for two crates. The rodent requires voluminous amounts of cheese.

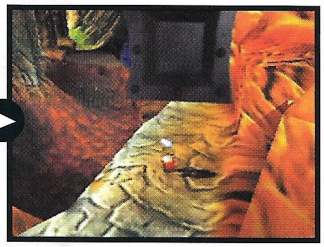
STEP 1 The Trouble with Boxes



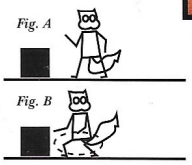
To start your climb to the top of the barn, you first must hop onto a pair of boxes. The boxes must be arranged side to side, and not stacked. To make the top box drop to the ground, you must clear away the rodent problem in the area.



STEP 2 Cheese Retrieval



You will gain admittance to the cheese pen after talking to a box named Burt. Once in the pen, hit a cheese wedge with your frying pan then carry it to the rodent, being sure to run underneath the hopping boxes. After three trips to the pen, the mouse problem will be solved.



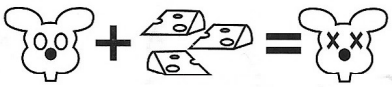
Caution: Cheese may be heavier than it appears.

The box on the bottom is buggered. Nice bloke, too.

STEP 3 Care and Feeding of Rodents

It is a simple fact of animal care that rodents crave cheese. Take cheese from the pen to appease the mouse. After three helpings of cheese, the creature will be eliminated. When the rodent is gone, a block will fall into place allowing you access to the barn roof.

Fig. C



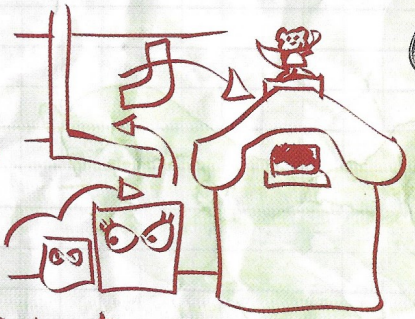
STINKIN' RAT!

B TAIL FOR 10 TRIES

Above the back of the cheese pen, I can break through to a cove that holds an extra good tail. It's worth 10 extra lives.

BOX, GUTTER, ROOF

With the boxes side by side, I can hop onto them, then the gutter and finally the thatched roof. That's a good bit of work just to open the barn door.



LOOK AT THE TIME

I should be able to get into the cabin in the poo now that it's 10 o'clock.

STEP 4 Barn Door Release

The barn door release mechanism is triggered by a large square button on the roof. By climbing to the crest of the roof, you will be able to reach and jump onto the button. Your weight will depress the button. Take the money from the roof before you return to ground level.

Gotta like Sponduli!

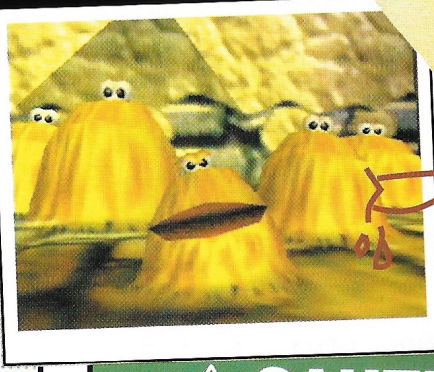
2

3.2 THE PROPER USE OF PITCHFORKS

HELPFUL HINT: The pitchfork, with its long, commonly wooden, handle and its two, or three, sharp prongs is id for the transference of hay from one place to another. You might say that it eliminates haystac

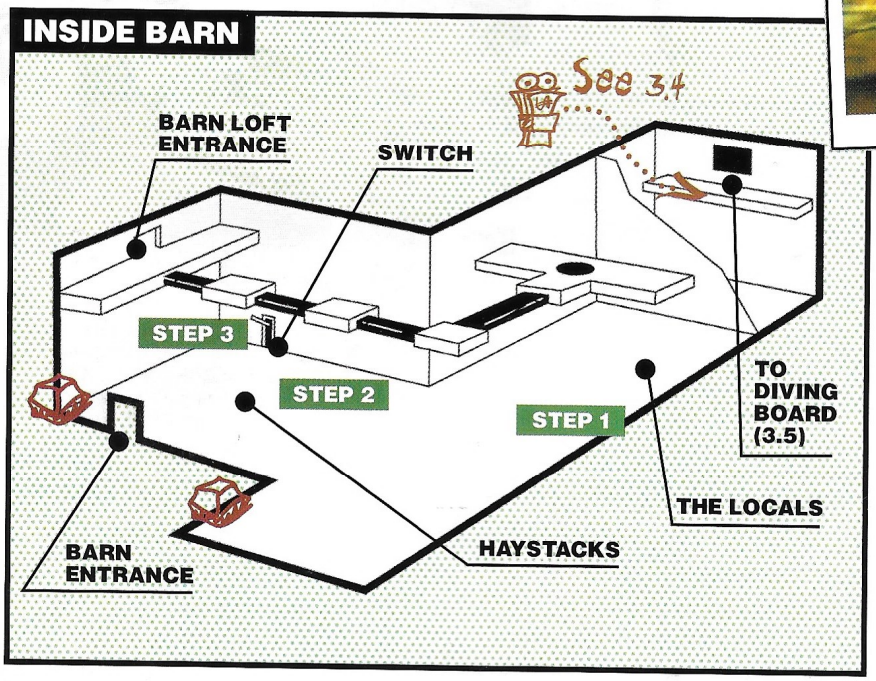
Note: Pitchforks may not be as sharp as they look.

Farm equipment can be dangerous if left to its own devices. A belligerent pitchfork should be avoided if it makes hostile comments or acts in a threatening manner. You may consider directing its anger toward hay or haystacks.



Stick a fork in them

INSIDE BARN



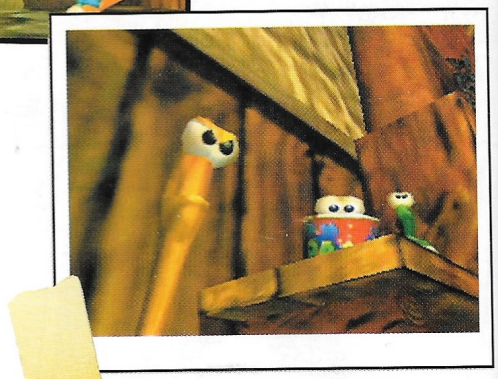
⚠ CAUTION ⚠

• SHARP IMPLEMENTS ARE DANGEROUS

Pitchforks and other pronged farm equipment can puncture you if you come into contact with their points. Always avoid pitchforks that jump toward you.

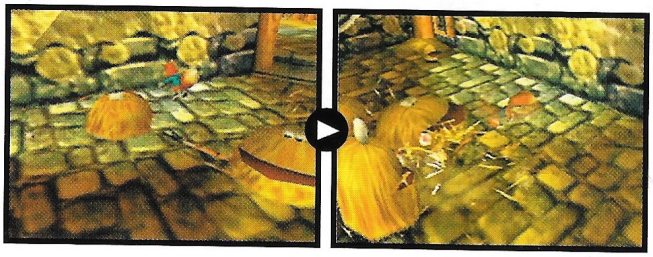
STEP 1 Converse with the Locals

One can learn much about the customs of a locale by talking to the citizens. In the case of a barn, one may expect to talk to paint pots and pitchforks. Be careful. Some tools are known to be hostile.



I'd be scared of these guys if they weren't so damn stupid.

STEP 2 Haystack Removal Requires the Right Tools



Haystack overpopulation can lead to chaos in the barn. One way to eliminate the haystack population is to use a pitchfork to puncture and remove the wandering piles. To do that, you must draw the pitchfork to a haystack and jump out of the way when it attacks.

POOR BASTARD! HE'S GOT NO NECK!

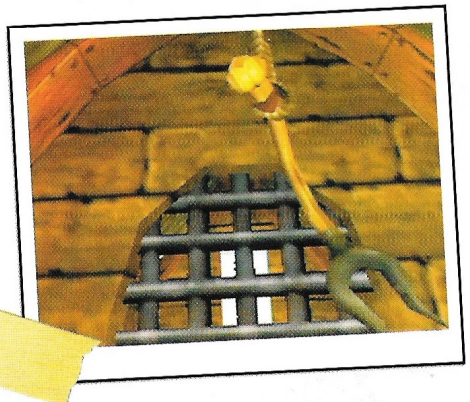
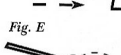


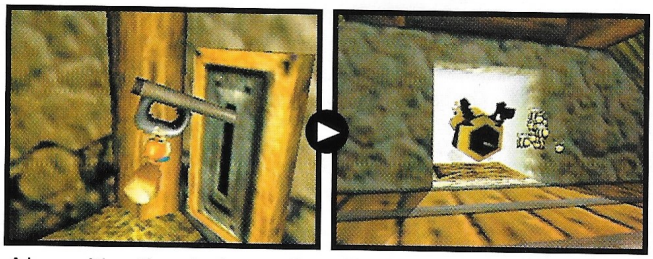
Fig. D

Fig. E



"Poke" is a word with many possible meanings.

STEP 3 Bee Release



A barn without hopping haystacks and leaping pitchforks can be a quiet place, allowing one to stop, reflect and look for switches. When you find a switch, you can pull it to release a captive King Bee.

Fig. F

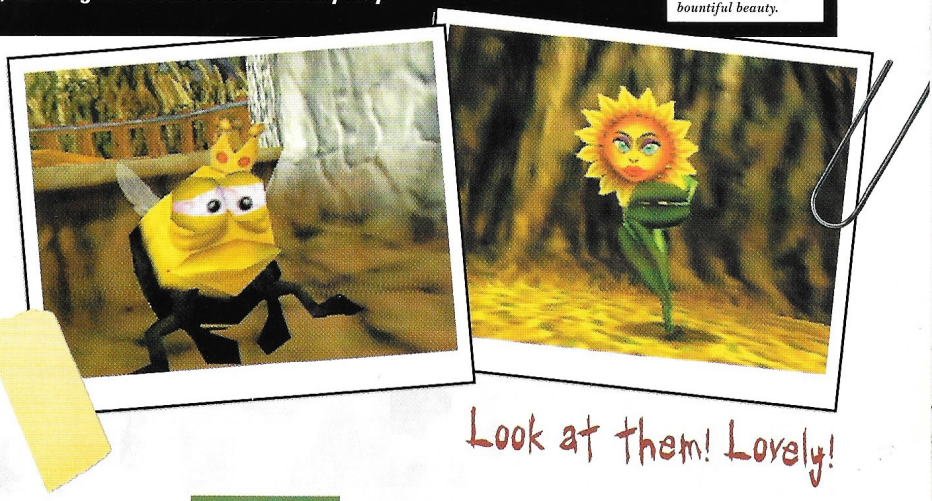
Note: Levers and switches often react to physical stress.

3.3 ANGIOSPERM STIMULATION METHODS

HELPFUL HINT: Bees tend to be despondent when they are not able to perform instinctive activities. With gentle intervention, nature can be persuaded to change, allowing all creatures to do as they may.

Nature can display bountiful beauty.

Unhappy flora and fauna can embrace new direction and new hope with the right type of assistance. In the case of a King Bee with no drive to pollinate, one must seek out and prepare the proper plant.



Look at them! Lovely!

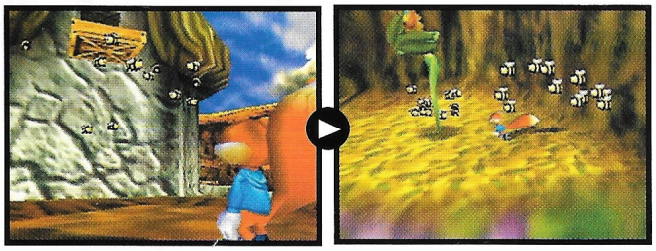
STEP 1 Assist King Bee

The King Bee will pursue his natural desire to pollinate flowers once he is able to move freely in his environment. He has investigated the wilting sunflower on the path to the barn. His chance to pollinate is dependent on your ability to stimulate the flower.

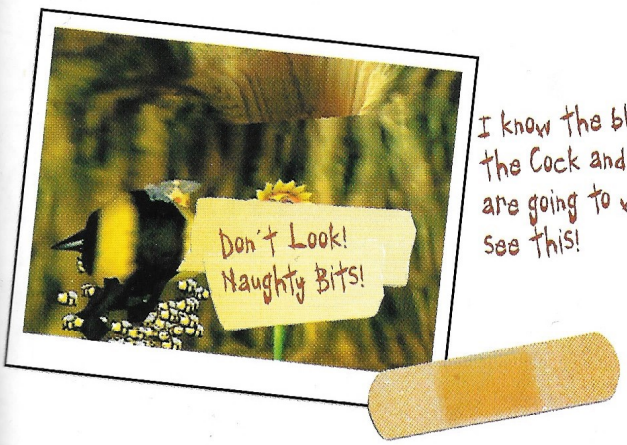
STEP 2 Flora Stimulation

The sunflower is shy and not willing to open its leaves for pollination. You must employ tactile stimulation methods to make her receptive to the bee's pollination efforts.

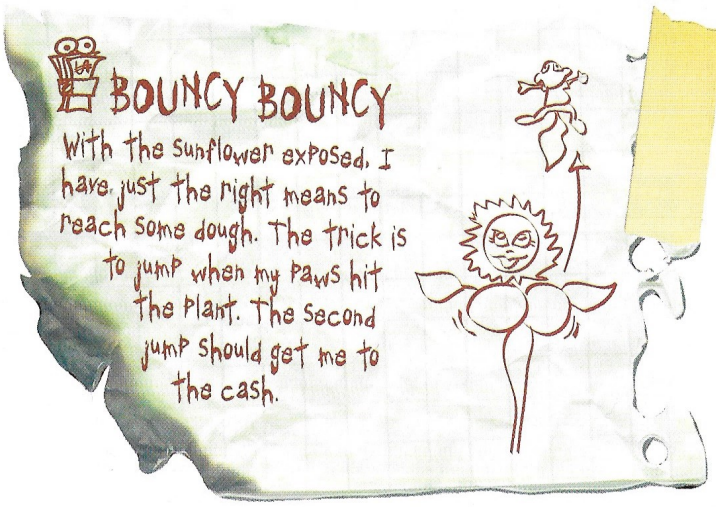
STEP 3 Enlist the Help of Bees



Find a small swarm of bees near the King Bee, then lead them to the sunflower to initiate stimulation. Four other groups of bees are willing to participate as well, including a group at the rim of the water tank above the barn. They can be difficult to reach.



I know the blokes at the Cock and Plucker are going to want to see this!



4

3.4 DISPOSAL OF DRIED GRASSES

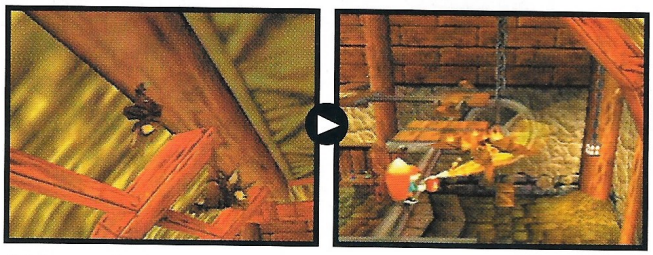
HELPFUL HINT: When confronted with an oversized pile of hay, never attempt painful flatulence and large, green piles of filthy undergarmen

Domo arigato, Mr. Roboto.

I'll be back...

When entering a barn or other rural abode, be alert for dangerous creatures such as flying mammals and large piles of hay. You may need to recruit the aid of a local denizen to complete the task.

STEP 1 Eliminate the Winged Mammals



While crossing the hayloft rafters, you may come into contact with chiroptera—or bats, in the common parlance. When they attack, listen to assess their proximity to you then release a plume of fire.

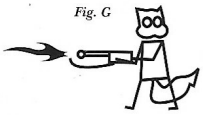
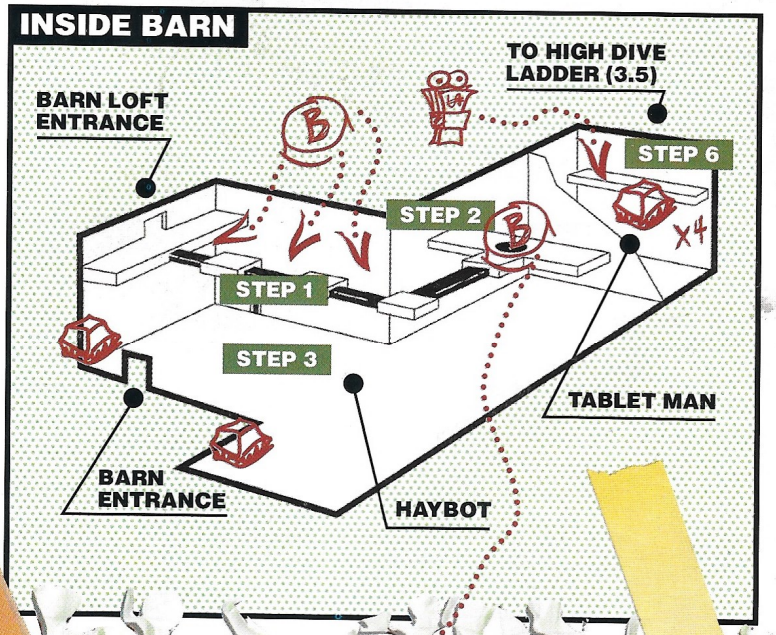


Fig. G

Always point the torch nozzle away from the body.



B FLAMING BATS ARE COOL!

It's a good thing I brought my torch. Now I just have to wait for the lightbulb to go off, then I can let 'em have it.

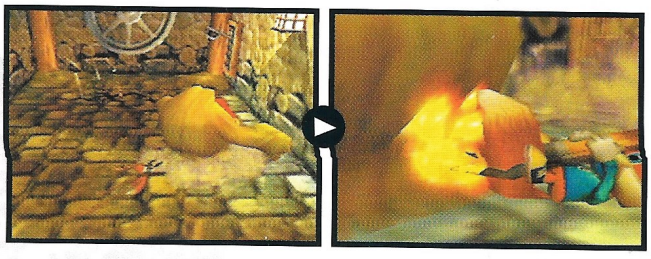
STEP 2 Sever the Pitchfork's Restraint

Once you reach the end of the hayloft catwalk, you will encounter a B Pad. By firmly pressing the B Button while standing upon the pad, you can hurl cutlery at the rope to dislodge the suicidal pitchfork.

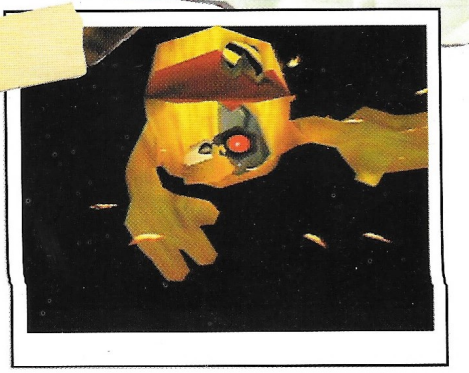
B HELP THE PATHETIC LAME-O

A pitchfork at the gallows just ain't right. I bet I can use my new Ginsu knife collection to cut him down.

STEP 3 Ignite the Haybot

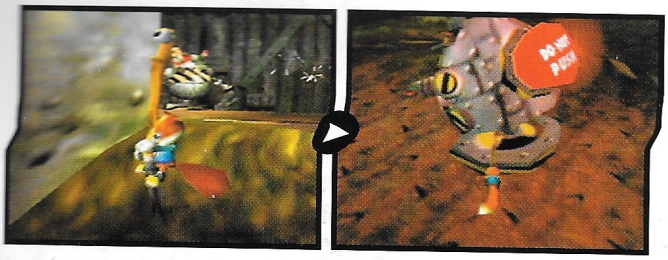


The farming implement known as a pitchfork is a multifaceted tool. Take advantage of one of the many uses by climbing onto its back. You may then attack the shuffling haybot with a direct strike by pressing B. Three successful attacks will incinerate its vestigial hay.



That fat bastard broke the floor! Where's one of those funny pads when you need it?

STEP 4 Eliminate the Haybot



Ride your pitchfork and use the large pipes for shelter when the haybot fires missiles. If a missile hits a pipe, the pipe will expel water. Once the haybot touches the water and begins rotating, leap up and press the switch on its back using your B Button. Repeat twice for success.

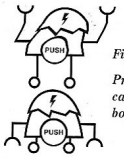
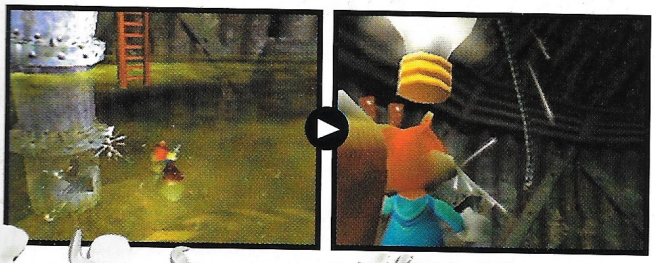


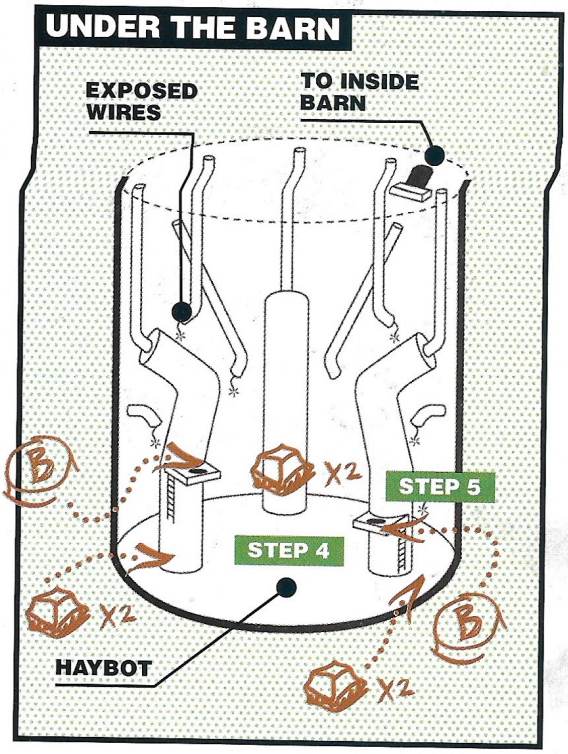
Fig. H
Pressing unfamiliar buttons can be harmful to the haybot's health.

STEP 5 Sever the Exposed Electrical Wires



The haybot's demise will cause the cavern under the barn to flood. QUICKLY swim to the nearby ladder marked "Exit" (see Map: Step 5), climb up to the B Pad and cut three electrical wires by hurling knives. Scull over to the remaining ladder and repeat.

UNDER THE BARN



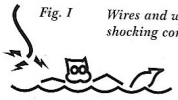


Fig. I
Wires and water are a shocking combination.

B CUT LOOSE SOME WIRES

I need to aim for the top of the wire—that's the little bit that holds it to the barn. Probably a short time limit, too.

STEP 6 Disturb the Clergy

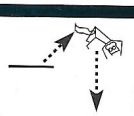
A zealot engaged in deep meditation awaits you at the top of the Underground Barn. Leap onto his holy book. He will respond with a forceful jerk, tossing you skyward, or up, to a platform.

Snag the dough above the guy with the funny tablet

5

3.5 GRAVITY AND ITS CONSEQUENCES

HELPFUL HINT: When climbing a ladder, always be sure to keep hands and feet on the rungs at all times. You can move up and down a ladder by pressing Up or Down on the Control Stick in a firm manner.



Spring forward, fall back, dive straight down.

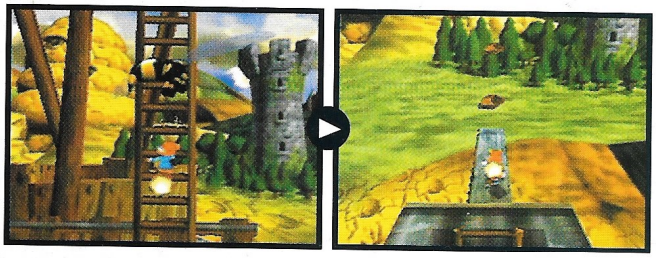
Plummeting hundreds of feet into an empty water tank can be harmful to squirrels and other living things. A timely pressing of the B Button can save you much unwanted pain and suffering.

Don't forget the moolah and tail in the moat tunnel. Can't forget those tails, eh?

B I'M A BLOODY ANVIL!

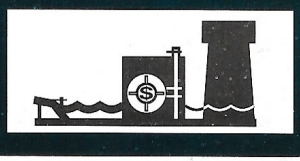
I think this breaks numerous laws of physics, but it's pretty handy for pressing buttons.

STEP 1 Ascend the Ladder and Descend



Avoid wasps as you ascend to the extended diving platform above the tank. Leap into the air and press the B Button when you see the illuminated lightbulb appear while you are in midair.

SECTION 4 BATS TOWER

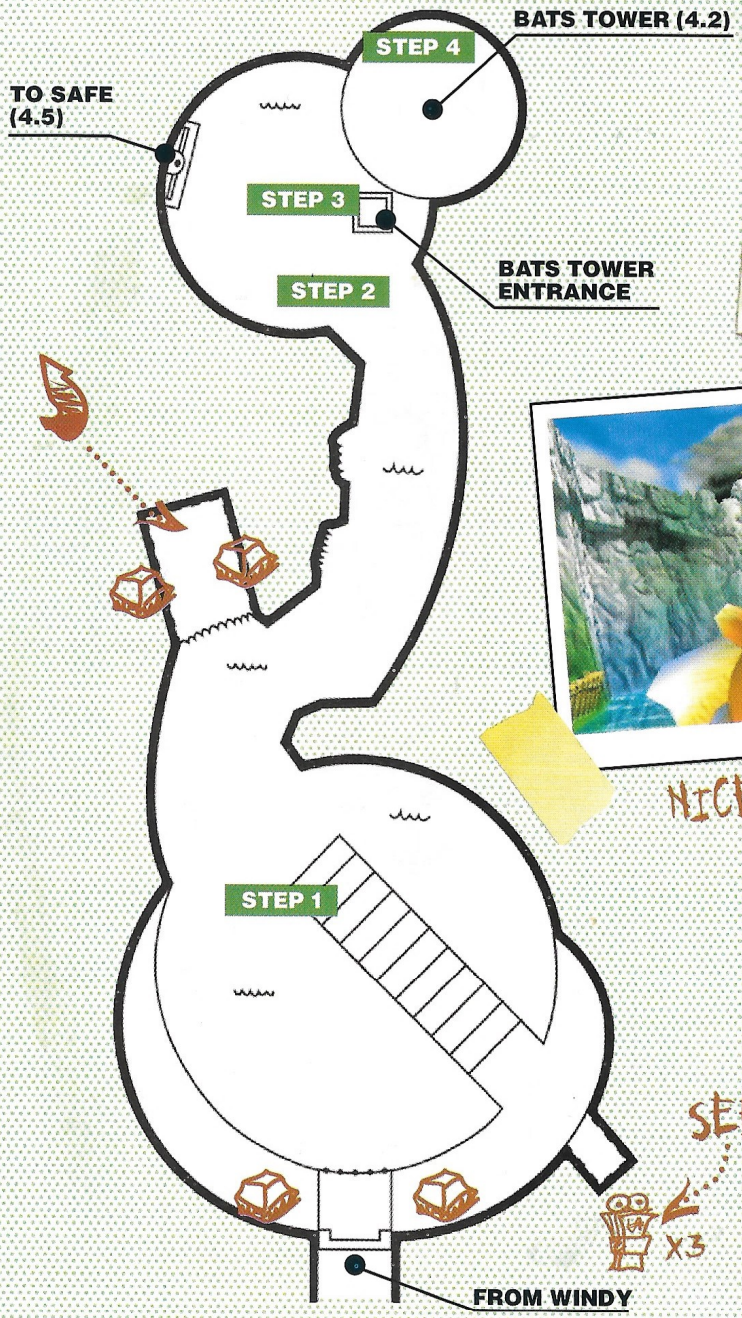


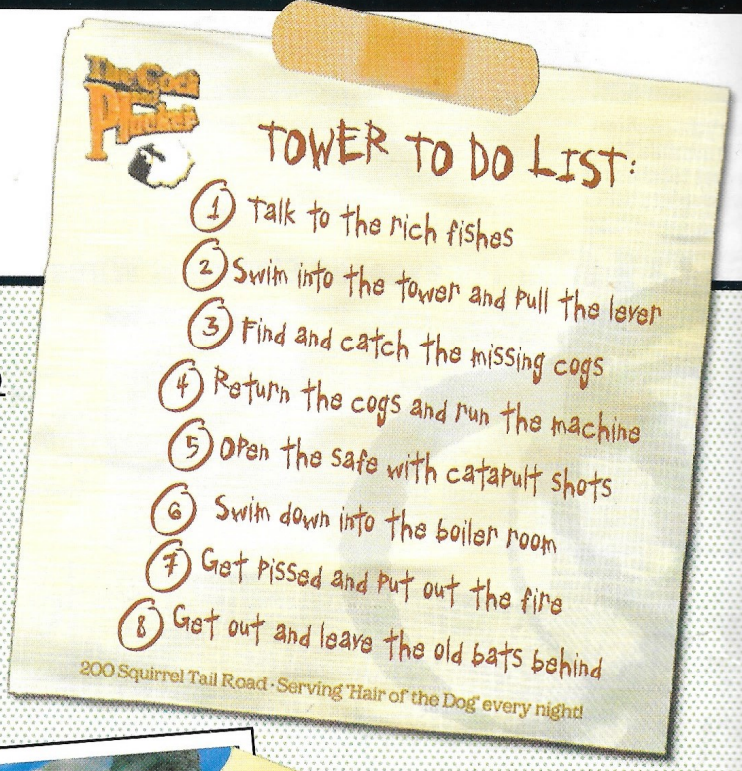
PROPER COG USAGE AND MAINTENANCE PROCEDURES

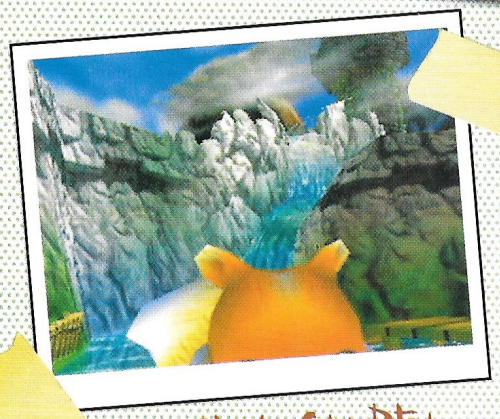
IMPORTANT PRECAUTION! While maintaining industrial machinery, it is important to place and secure moving parts in positions that conform to usage regulations. Cogs must be fastened with gears locked and face sides exposed. Improper cog placement could result in operator disfigurement.

In the event of a security system malfunction, you may be called on to make mechanical adjustments in order to give authorized personnel access to belongings. The process requires that you conform to underwater safety procedures and follow machine maintenance regulations. When the machine is operating properly, you may secure the assets.

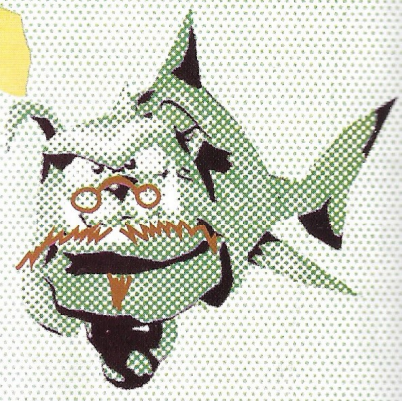
BATS TOWER SCHEMATIC







NICE PICTURE!



⚠ CAUTION ⚠

• UNDERWATER PREDATOR WARNING
Without proper restraint, the Bullfish is a serious threat to your safety. While swimming to the tower entrance, you must maintain a proper distance from the Bullfish's reach.

• OXYGEN DEPRIVATION ALERT
The lung capacity of the common squirrel is minimal. If you must remain underwater for prolonged periods, it is important that you seek out oxygen sources.

• HEAVY MACHINERY DO'S AND DON'TS
You must refrain from running, jumping and scurrying in the presence of turning gears and moving platforms. Failure to do so may result in loss of life and/or limb.

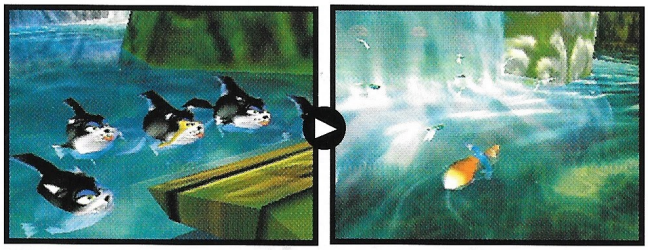
4.1 UNDERWATER SURVIVAL MEASURES

HELPFUL HINT: Among the chief concerns of the diver is maintaining a sense of orientation. While swimming under the surface, you must be aware of your depth, your oxygen reserves and your distance from the closest air source.

These symbols often appear on cars.

To limit the movement of a predatory Bullfish in its natural habitat, you must adjust the animal's restraints. That is achieved through repairing and operating the machinery that regulates the length of the creature's chain.

STEP 1 Follow Instructions of Locals

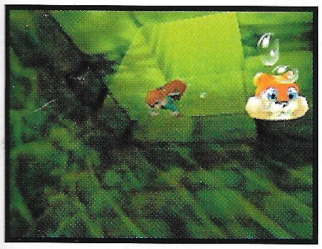


To attain funds, you must often do the bidding of citizens in need of your help. Such is the case with Wilma, Doris and their catfish club. Their money is in a safe that is within reach of a bullying Bullfish. If you agree to restrain the Bullfish, you will receive a portion of the money as a reward. To begin, you must dive into the river and swim upstream.

STEP 2 Avoid Contact with Bullfish

The Bullfish attacks with surging power and snapping jaws. You will not be able to reason with or bargain with the Bullfish. Contact with the Bullfish should be minimal. Take a deep breath and swim through a hole that is just out of the Bullfish's reach.

STEP 3 Swim to Tower Access



Your only access to the tower, where you will find the Bullfish restraint mechanism, is through a short underwater passage. Dive and follow the passage until you reach a dead end. When you swim to the surface, you will reach the tower's ground level.

See Underwater Passage Map 4.3

⚠ CAUTION ⚠

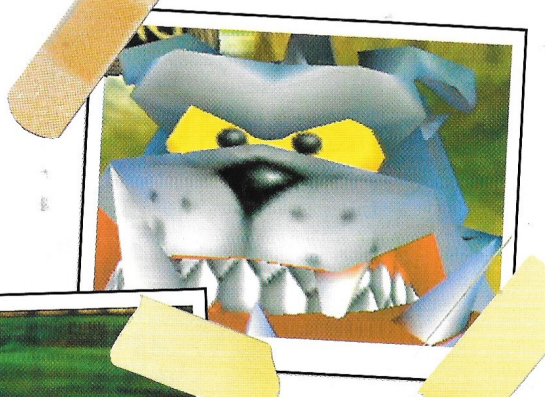
• SUFFOCATION ZONE

Prolonged periods underwater may result in suffocation. Symptoms include bloating, bloodshot eyes, blue complexion and acute death.

STEP 4 Inspect Machinery

You will find that faulty tower machinery will not operate when cogs are missing or are out of place. The head cog will inform you of the problem and will lower an elevator to give you access to a switch. That will start you on your way to finding the missing cogs.

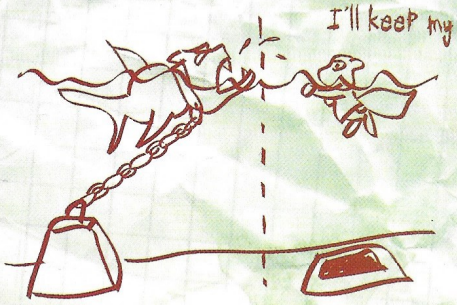
Fig. A
Try producing your own bubbles in the bathtub.



@#$%* OFF!!!!

NICE DOGGY

That fish is even more vicious than Berri's mum. I'll keep my distance.



I don't know what's worse—nasty snappers or prudish catfish. At least there's a cash reward. I like cash.

IT'S ME! CONKER!

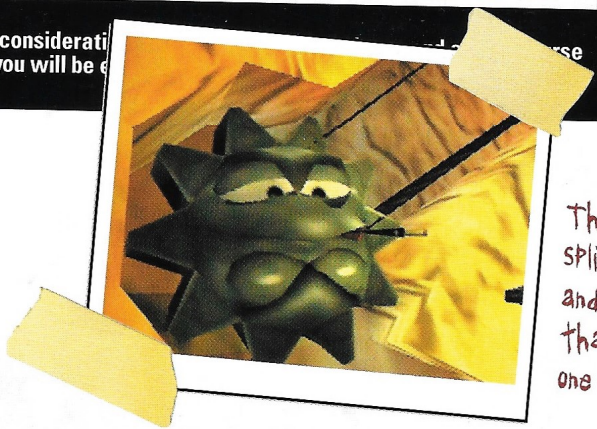
2

4.2 CLIMB CAREFULLY TO AVOID MISHAPS

HELPFUL HINT: While climbing the tower, your most important considerati… falling to your death. By following that advice, you will be …rse

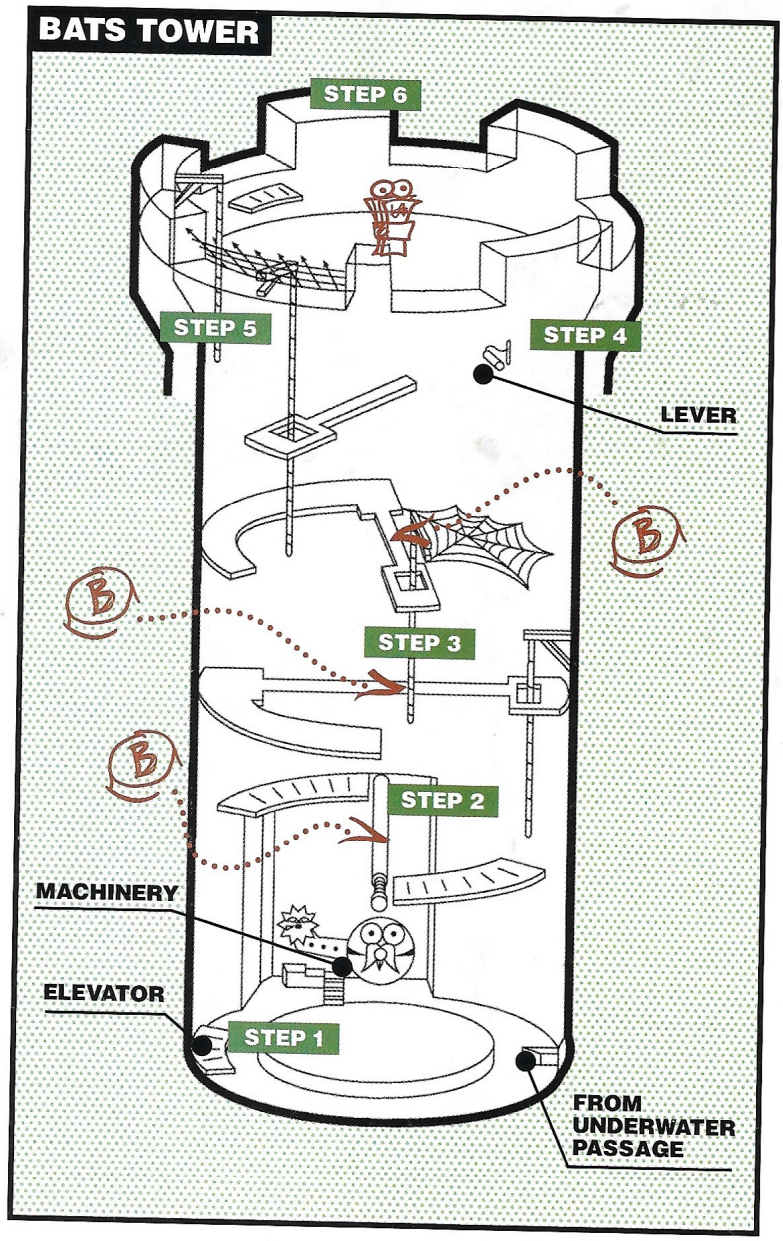
Burning bats are not out of hell.

The inhabitants of Bats Tower are known for their propensity to make progress difficult for the traveler. As you climb to the lever at the top of the tower, you will encounter several flying rodents. Be prepared to deal with them.

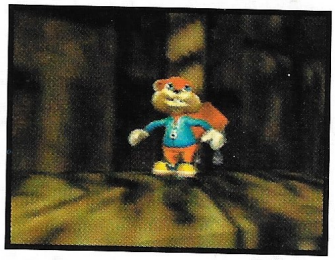


That cog has split personalities, and I can't say that I like either one of them.

BATS TOWER

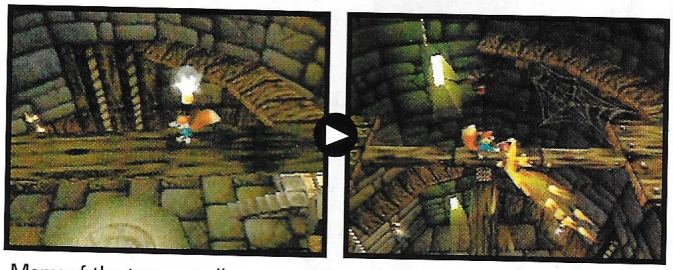


STEP 1 Rise to the Walkway



The switch that will allow you to open the passage to the missing cogs is at the top of the tower. Your first step to the top is an elevator that will take you to a walkway. If you fall from the walkway, be sure to stay clear of the elevator as it returns to the ground.

STEP 2 Proceed with Caution



Many of the tower walkways are dangerously narrow. You must walk slowly and in a straight line to ensure that you do not plummet to your death. When you hear the bats screech, wait for a moment then press the B Button. You will produce a flamethrower that allows you to ignite and destroy the flying attackers.

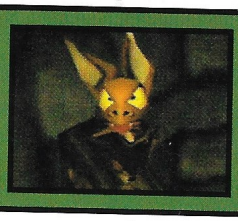
B GIVE THEM A LIGHT

I don't have anything against bats when they mind their own business. But, I'll torch them if they swoop.

⚠ CAUTION ⚠

• NOCTURNAL ATTACKER ALERT

Bats sense vulnerability. They will attack when you attempt to balance on narrow platforms. You must deal with them to avoid repeated attacks.

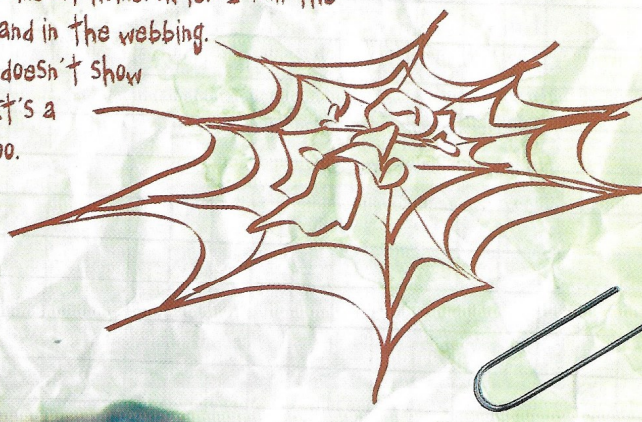


STEP 3 Jump Accurately

The success of your tower ascent hinges on your ability to jump from platforms and grab hanging ropes. One key is to use the helicopter technique to stay in the air while you fine-tune your rope approach.

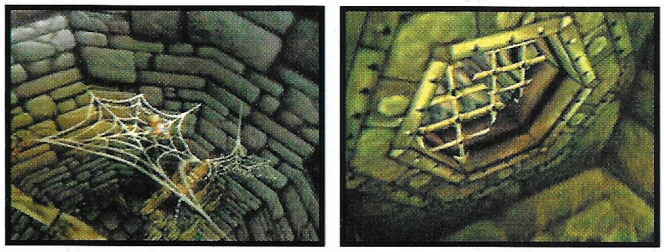
REST ON A WELCOME WEB

The spider web in the tower reminds me of the soft bed that is waiting for me at home. After I pull the lever, I'll fall and land in the webbing. I hope the spider doesn't show up any time soon. It's a good safety net, too.



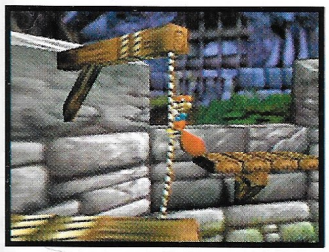
What I wouldn't give for a nice solid stairway right about now.

STEP 4 Open the Path with the Lever



By leaping from a dead-end platform to a handle attached to the tower wall, you will trigger the opening of a grate in the underwater passage. That is the key to reaching cogs that are under the tower.

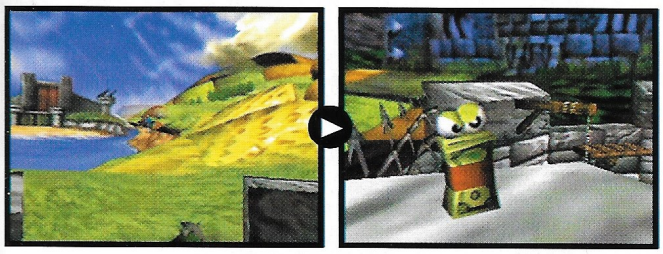
STEP 5 Aim for the Top



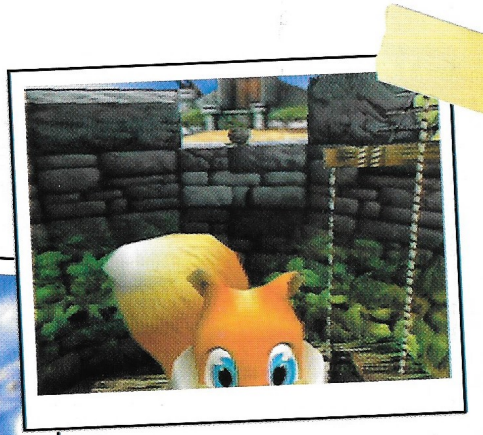
When you climb to the top of the last rope, you will see a platform attached to the tower rim. Jump from the rope, then use the helicopter technique to float over to the platform. From there, you can reach the top of the tower.

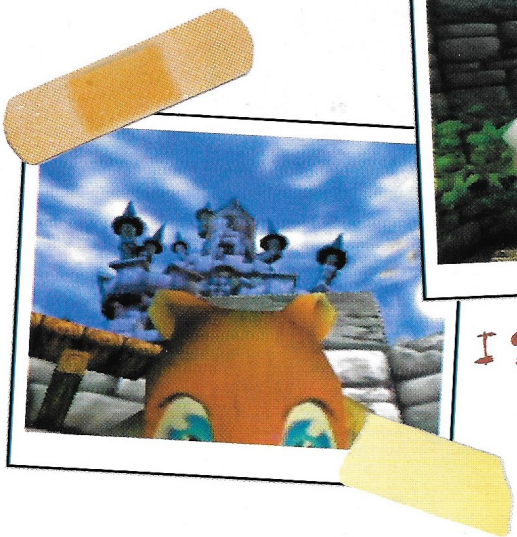
Fig. B
Gym class can be humiliating.

STEP 6 Carefully Collect the Cash



A packet of bills is atop the tower. You can reach the currency by jumping over the Clang-filled gaps on the tower crown. Failure to keep your footing will result in a disastrous drop.



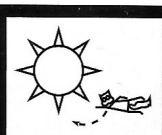


I SWEAR I'LL JUMP!

Don't send the pigs up here to talk me down.

4.3 UNDERWATER RISK ASSESSMENT

HELPFUL HINT: Water does not contain air, but it does contain spike-covered Clang Goblings. Air is desirable while spiked Goblings are not. If the desired result is survival, be sure to seek out air and not the spiked Goblings.



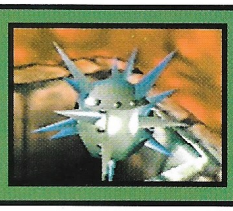
A spike can tear you a new orifice.

The successful swimmer will respect the space of others while traveling through the waterways. If one swims too close to a fellow underwater traveler, the spikes of said traveler may harm the other aforementioned swimmer who is not the fellow underwater traveler who's doing the spiking.

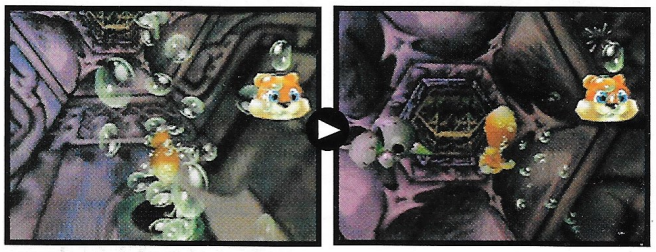
⚠ CAUTION ⚠

• POINTED OBJECTS ARE HARMFUL

Underwater passages contain Clang Goblings. Contact with their spikes is not recommended. Keep your distance.

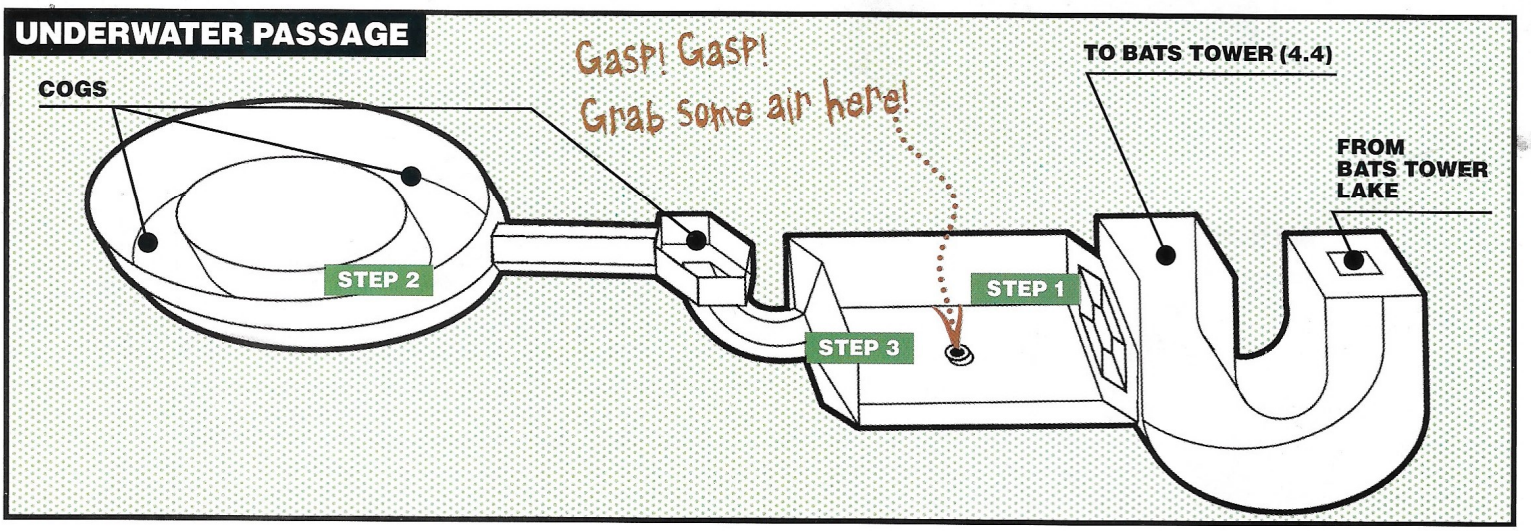


STEP 1 Safe Navigation via Swimming

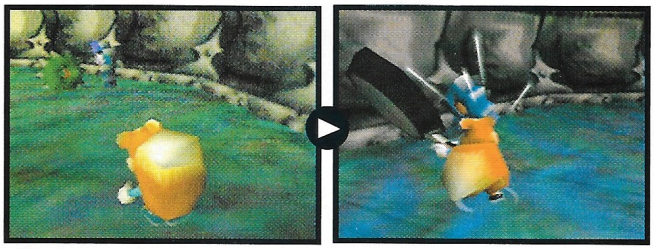


The presence of Goblings and a lack of air underwater cancel out the possibility of not dying. Nullify a surefire death by seeking air bubbles (see map). Also, try swimming *around* the Goblings instead of directly into them to avoid collision.

UNDERWATER PASSAGE



STEP 2 Subduing and Procuring Cogs



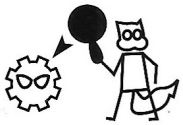


Fig. C
No cog can resist a swift, seductive hit by a frying pan.

The three fugitive cogs are wary of squirrels, so the casual approach is not a recommended offense. Instead, more aggressive tactics are called for, such as assaulting them with a frying pan. Double back when the cogs flee on their circular escape route to deliver a strike via cookware.

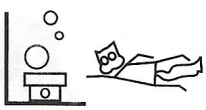
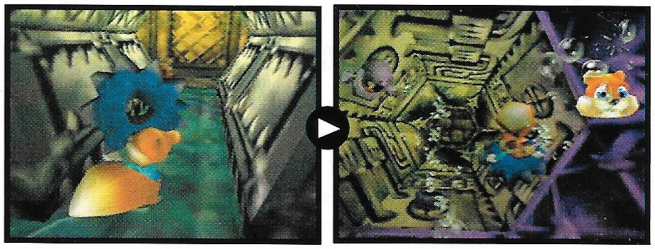


Fig. D
Bubbles=Air. Air=Life. Life=Not dead.

STEP 3 Underwater Travel with Cogs



Once you have temporarily rendered a cog immobile with your frying pan, seize it before it regains its composure and transport the cog back to the gear works inside the bottom of Bats Tower (See map, pg. 45). Repeat the process for the remaining two cogs.

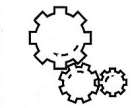
⚠ CAUTION ⚠

• ARMORED FISH WITH SPIKED PROTRUSIONS

Beware of steel-encased Clangs. The spikes on their bodies can lead to unnecessary impalement.

4.4 ENGAGING THE COGS AND MACHINERY

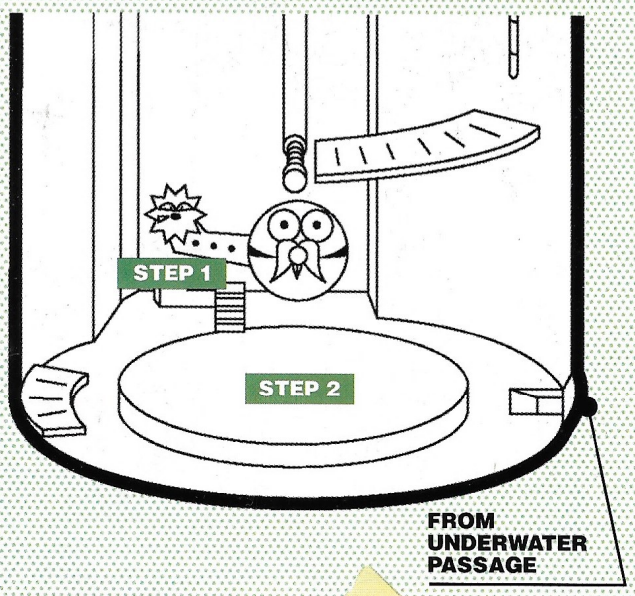
HELPFUL HINT: The successful retrieval of cogs and reinstallation of them onto the vacant pegs on the wall will restore the machinery's proper functionality. Conversely, the reverse will happen in the opposite case.



The cogs on the wall go round and round.

The synergy between the cogs can be actualized only after the missing gears have been returned to their pegs at the bottom of Bats Tower. Only after all of the cogs are in place will their unique dynamic be fully operational.

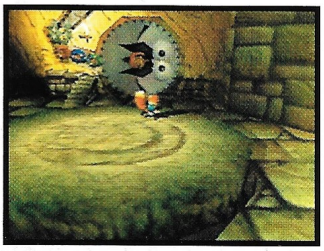
BOTTOM OF BATS TOWER



STEP 1 Proper Cog-to-Axle Placement

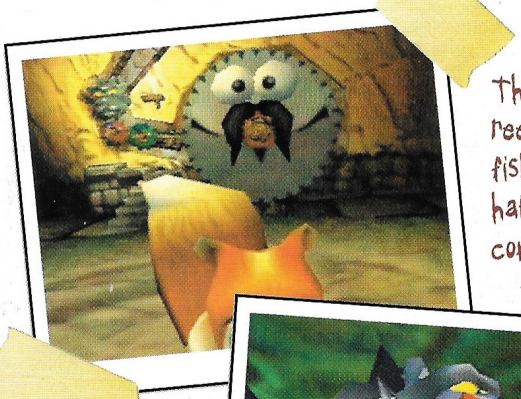
Placement of cogs shall be restricted only to the unoccupied pegs on the wall. Only three of the pegs are without cogs. Place each of the three cogs you have retrieved on one of the pegs until all of the spindles are occupied. To place a cog, approach a spindle while holding the cog.

STEP 2 Achieving Circumambulation

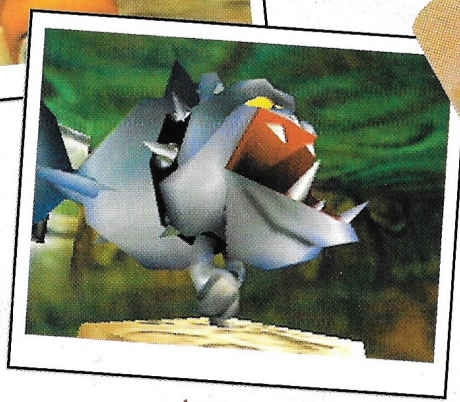


The rotary platform on the floor powers the cog system. Circular travel in a clockwise fashion will generate the motion necessary to spin all five of the cogs on their individual axes. Increase your momentum until optimum speed is achieved.

All this running in circles is gonna make me spew!



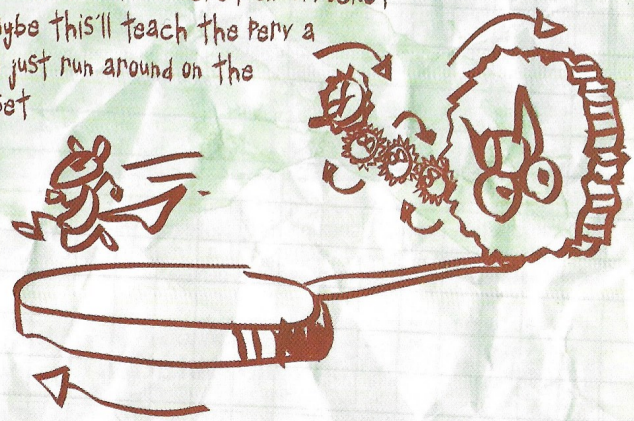
The gear works'll reel in the bulldog fish. Whatever happened to the command, "Stay?"



~~Bad dog!~~ Bad fish!!

HOT COG ORGY TONIGHT!

That cigar-smokin' cog just wants to bump 'n' grind with the cog lassies in a li'l sprocket-on-sprocket action. Maybe this'll teach the perv a lesson. I'll just run around on the wheel to set things in motion.



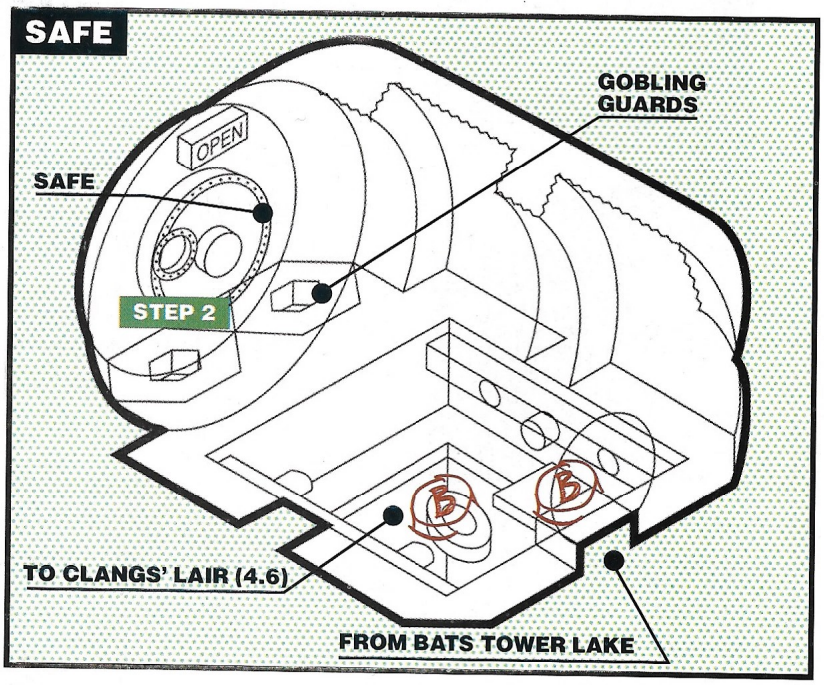
5

4.5 DECODING ENTRY COMBINATIONS

HELPFUL HINT: Never use obvious combinations such as your birthday to create codes or personal identification numbers. Opt for cryptic words instead, such as "OPEN" or "RIGHT," as combinations for correctly unlocking passages.

NEPO spelled backward is a good code.

Predatory relationships fail to foster unity. Catfish cannot coexist with the bulldog fish since they are its natural prey. However, on its shortened tether, the bulldog fish poses a minimal threat to the catfish community. The tightened security will enable the catfish to unlock the secured passage.



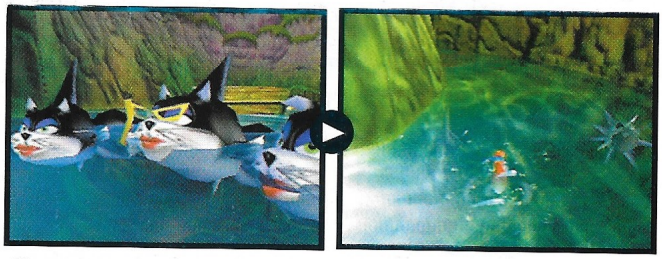
The secret code word is "RIGHT." Who's the freakin' brainiac who came up with that one?!?

⚠ CAUTION ⚠

• MOBILE ARMORED SENTRIES

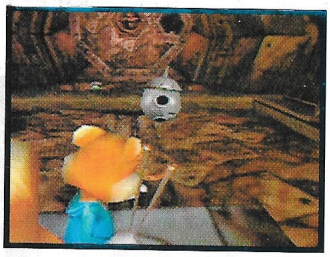
The Goblings posted at the safe will attack on occasion. A launched nut fired from a slingshot will fend off their advances in the event of such an occasion.

STEP 1 Catfish Procession Leadership



The restricted mobility of the bulldog fish enables the catfish to open the combination-operated door in safety. Note that the newly acquired safety is not applicable to the Gobling-laden stream en route to the door, nor is it applicable to the rest of the game.

STEP 2 Avoiding Confrontation



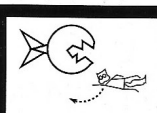
Stand on the B Pad and press B to brandish your slingshot. Deploy the acorn ammunition from your catapulting weapon at the rotating dial and direct your projectiles at either of the Gobling guards who may be poised to mount an assaultive action.

Ⓑ BULL'S-EYE!

When the little wheel spins, it shows a letter. All I hafta do to open the safe is spell out "OPEN" by shooting the letters in order. If only I could spell "HAPPY HOUR," "FREE MONEY" or "GET ME OUTTA HERE!"

4.6 DIVING FOR SQUIRRELS

HELPFUL HINT: Clang fish will bite interlopers—in particular, ones who swim near a Clang's mouth region. Monitor the Clangs' regular patrol routes to maximize safe travel.



Fish bait should never be an aspiration.

Descend in a downward motion so as not to swim up. Swim to the lever by entering the tunnel marked Step 2 (see map). After activating the lever, proceed to Step 3 (see map) and ascend in an upward motion so as not to swim down.

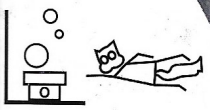
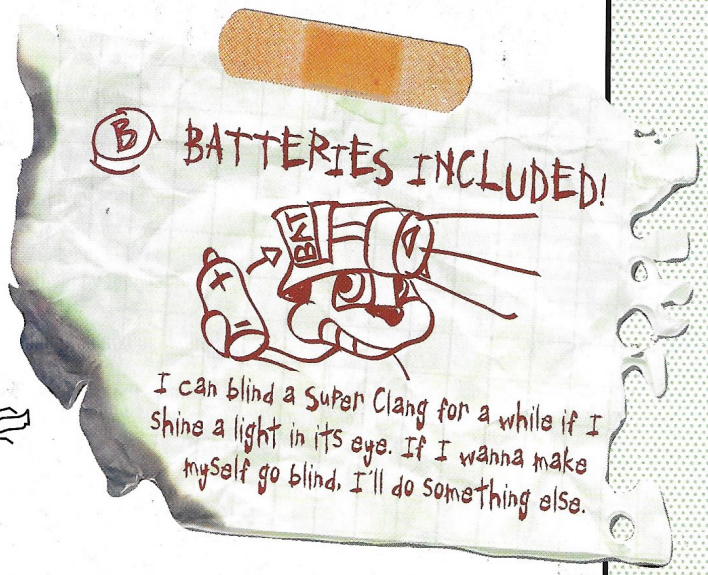
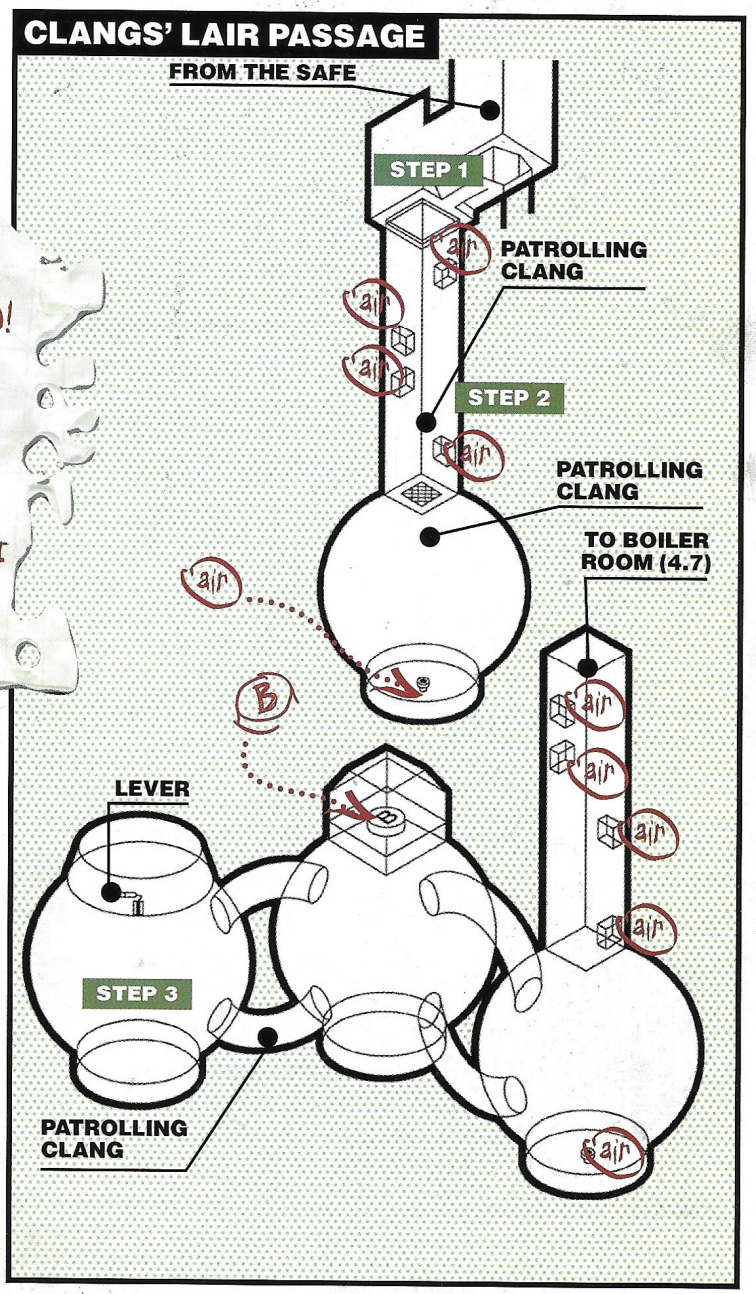
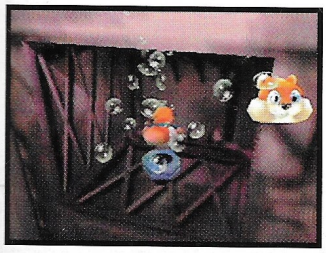


Fig. E
Bubbles in the water do not always indicate flatulence.





STEP 1 Maintaining Air Supply

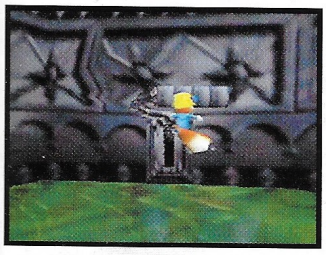


Air contained in spherical pockets known as "bubbles" filter out of conduits located along the shaft of the submerged tunnel. Swim over the oxygenated globular flows to refill your lungs before you are stricken with an irreversible case of drowning.

STEP 2 Fish Eye Illumination

Utilize the surface B Pads to power the bulb in your batery-operated illumination helmet. The cyclopean eye of the Clang is sensitive to concentrated light, and the luminous emission from your cranium-top beacon will temporarily stun the aggressor.

STEP 3 Lever-Activated Entry



Achieve upward lift out of the water to activate the topside lever (see map). Via activation, the lever will provide access to the shaft leading to the next area (see Section 4.7).

⚠ CAUTION ⚠

- **STEEL-MANDIBLED PISCINE PATROL**

DO NOT swim toward the face of a Clang since its snapping jaws are located in that vicinity. ALWAYS swim behind a Clang to avoid its frontal jaw, which is unable to reach you from such an orientation.

- **DROWNING OPPORTUNITY AHEAD**

Water contains a lack of oxygen or "air." A severe lack of air may result in a minor fatal injury or partial death. Seek bubbles of air in case of emergency.

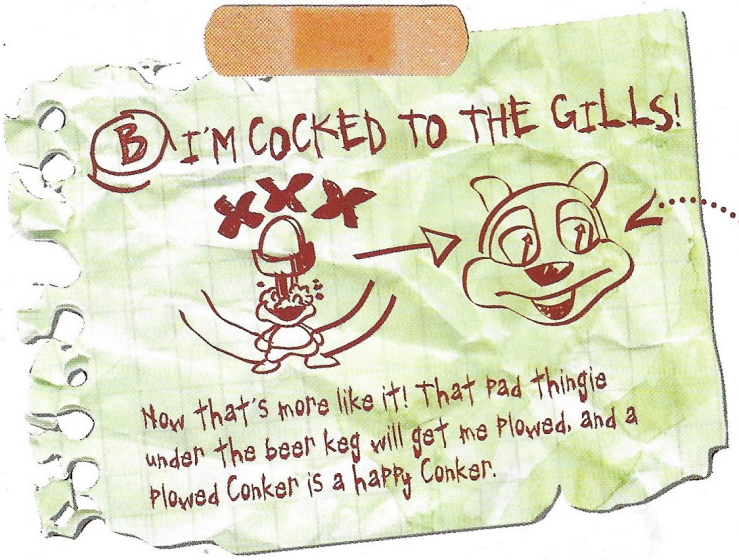
OFF TO THE BOILER ROOM!

4.7 QUAFF AND EXPEL INEBRIATES

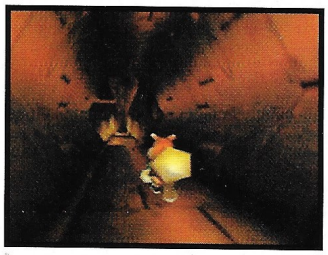
HELPFUL HINT: When descending a shaft, it is important to walk in a straight line. Moving rapidly from side to side, or meandering as it is known, will only cause precious time to be wasted.

Beer before liquor, never been sicker.

Overreaching consumption of the demon alcohol can lead to a loss of motor skills and social acceptance. If you find yourself unable to function at your desired efficiency, make a note of your sobriety level and adjust consumption accordingly.

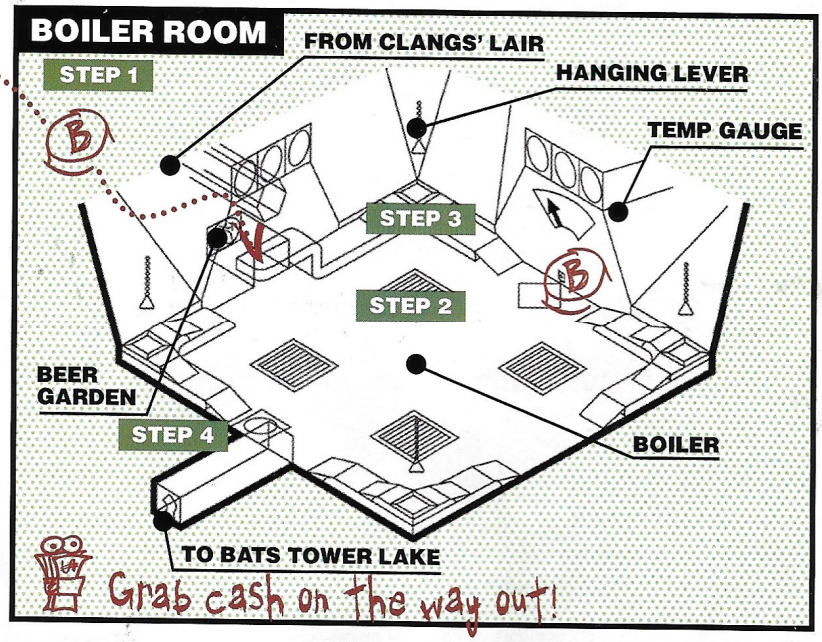


STEP 1 Descend the Shaft

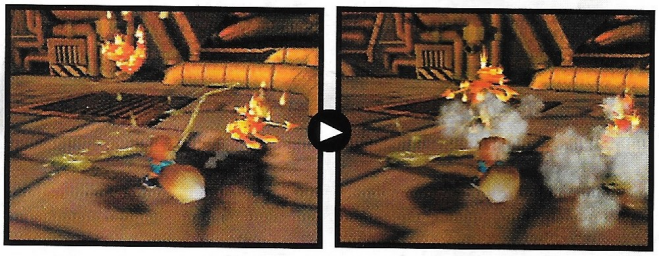


Proceed down the shaft and open the opening at the open end. Or, alternately, if the open end's opening has already been opened, proceed through the opened opening until you are in the open.

Fig. F
Not even a pot to piss in.



STEP 2 Urinate upon Flaming Demons

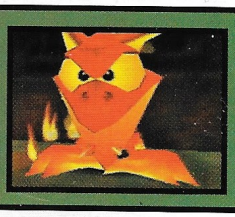


Become inebriated by using the pad underneath the beer keg, then use your B Button to unleash a stream of warm urine onto the fire demons, thus extinguishing them. If you find your stream to be weak, press the Z Button to apply more urethric pressure.

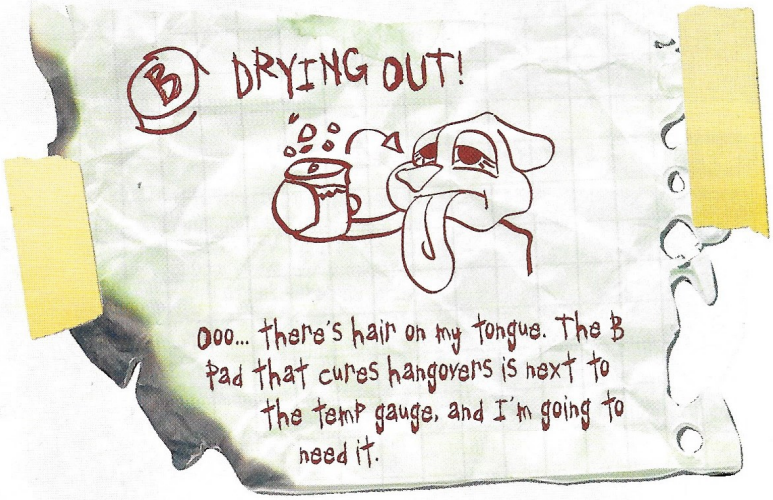
⚠ CAUTION ⚠

• FLAMING CREATURES ARE HOT

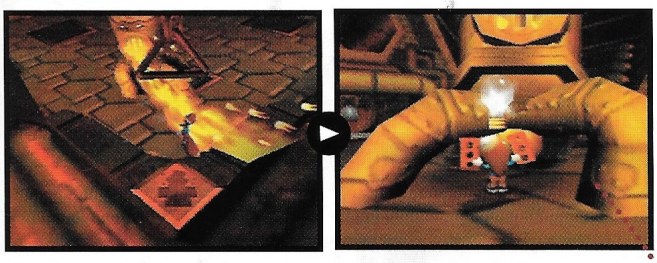
Fire demons, or any silicone-based creatures composed of flames, may cause serious burns if touched. Approach with extreme caution.



Guzzling the hooch makes me a babe magnet, but only in my own mind.



STEP 3 Levers and Bricks: Use of



When attacked by a boiler, run to a corner and pull the lever to halt its progress. Once the boiler is still, run beneath it and use the B Button to crush the testicles. Repeat with the remaining three levers.

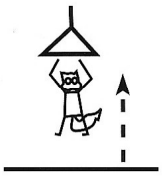


Fig. G
He's not heavy, he's a squirrel.

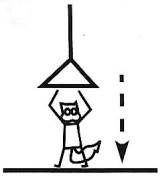
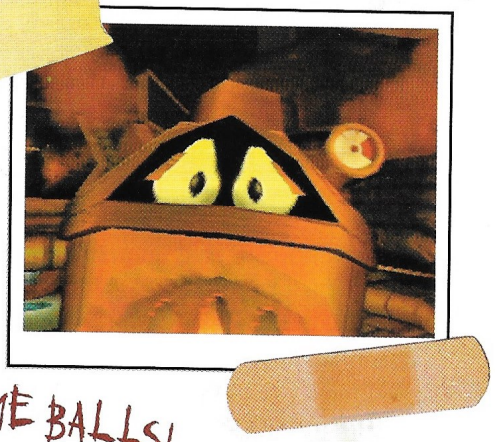
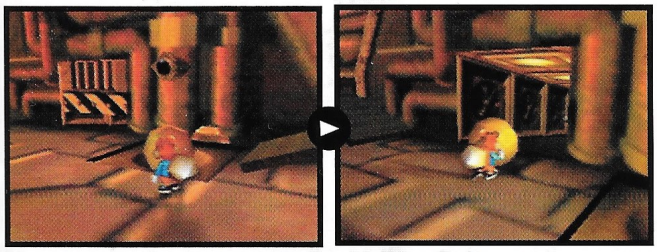


Fig. H
But he's heavy enough for the lever.



STEP 4 Maneuver Testicles



The boiler's brass testicles can be maneuvered much like a poo ball (see pp. 29-30). Roll the first to a circular indentation in the floor. The second may then be used to eliminate an enemy in the doorway.

OY, ME BALLS!

B SMASHING!

Bloody hell, that's gonna sting tomorrow! I almost feel bad for the big bloke. Almost.

8

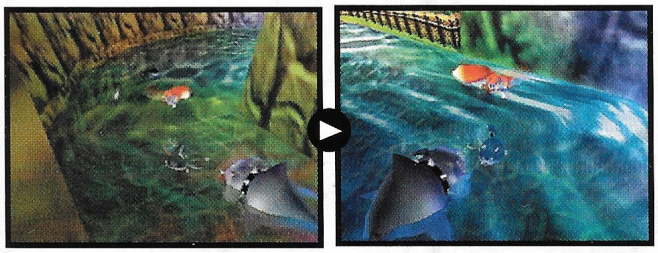
4.8 RETREATING FROM AQUATIC CANINES

HELPFUL HINT: When attempting to flee from an enemy, it is important to swim quickly and in a rapid manner. If you find yourself swimming slowly, a good strategy is to increase your speed.

Sharks patrol these waters. Don't let your parts dangle.

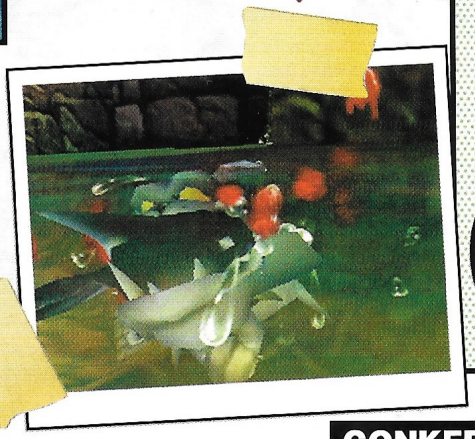
Oftentimes the greatest act of heroism one can perform is to sacrifice your life for another. If, however, you wish to "finish the game," you will need to shelve your noble ambitions and engage in self-aggrandizement.

STEP 1 Permit the Aristocratic Fish to Be Quickly Masticated



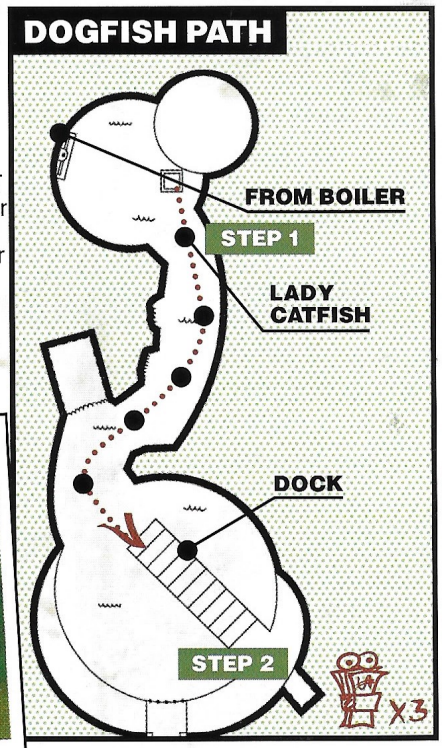
Flee from the pursuing aquatic canine AS FAST AS POSSIBLE. By propelling yourself at a higher rate of speed than other creatures occupying the same waterways, you will give the pursuer a different target to focus on.

Fish sticks, anyone?

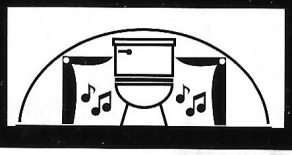


STEP 2 Retrieve the Currency

The pursuing aquatic canine lacks sufficient stopping power and will propel himself into a sheer cliff face. Leap upon the back of the land-locked beast to secure many bundles of wayward bills.



SECTION 5 SLOPRANO

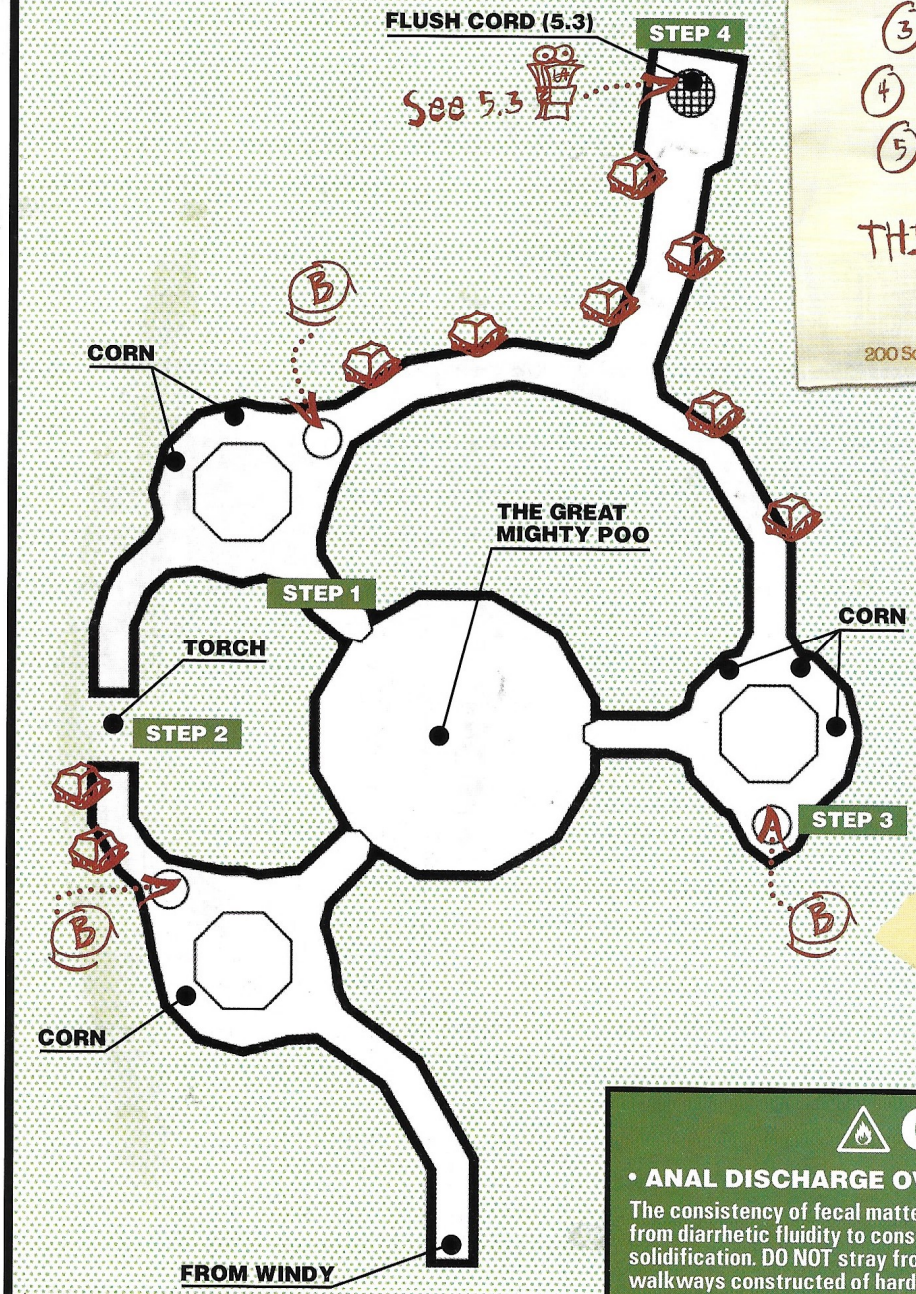


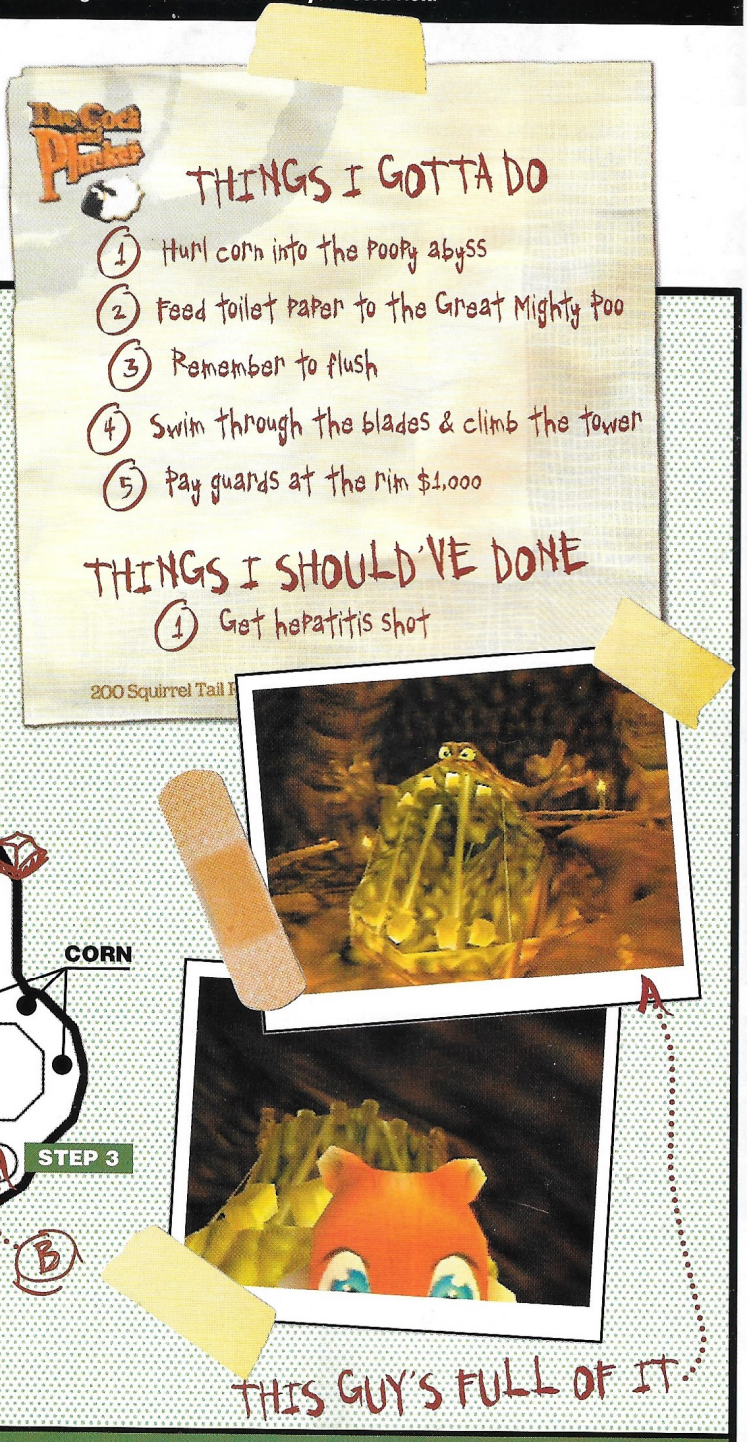
WASTE MANAGEMENT AND SEWAGE DISPOSAL

IMPORTANT PRECAUTION! Careful navigation of the excremental thoroughfares is strongly recommended for fecal-bound travelers due to the threat of a living stool that has decimated much of the dung beetle population inhabiting the mountain. Enter at your own risk.

Conservationism is at an apex due to the rising prominence of groups protesting the reckless depletion of valued resources such as trees, water and baby sea otters. Collectively known as "hippies," such groups should rejoice with the knowledge that even waste discharged via the anus is put to use, as exemplified by the dung beetles' makeshift poo shelter and refuge for corn.

SLOPRANO SCHEMATIC





⚠ CAUTION ⚠

• ANAL DISCHARGE OVERFLOW

The consistency of fecal matter ranges from diarrhetic fluidity to constipatory solidification. DO NOT stray from the natural walkways constructed of hardened stool.

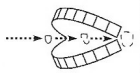
• HAND OF POO ALERT

Beware of an assaultive hand comprised entirely of poo. The hand emerges from the fecal pits to assail wayward scatologists and kernels of corn.

1

5.1 DENTITION THROUGH CARYOPSES

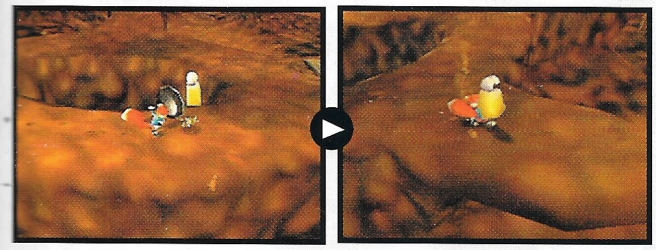
HELPFUL HINT: The beckoning voice requesting sweet corn maintains its residence in the standing pool of liquefied excrement centered in the area. Bring the corn to the outcroppings that extend above the reservoir.



What goes in must come out, and not vice versa.

Corn, or "maize" as the Native Americans called it, provides a rich source of Vitamin E. Furthermore, the kernels of the indehiscent food can serve as dentiforms for the excremental entity indigenous to the central pit of feces.

STEP 1 Kernel Domination

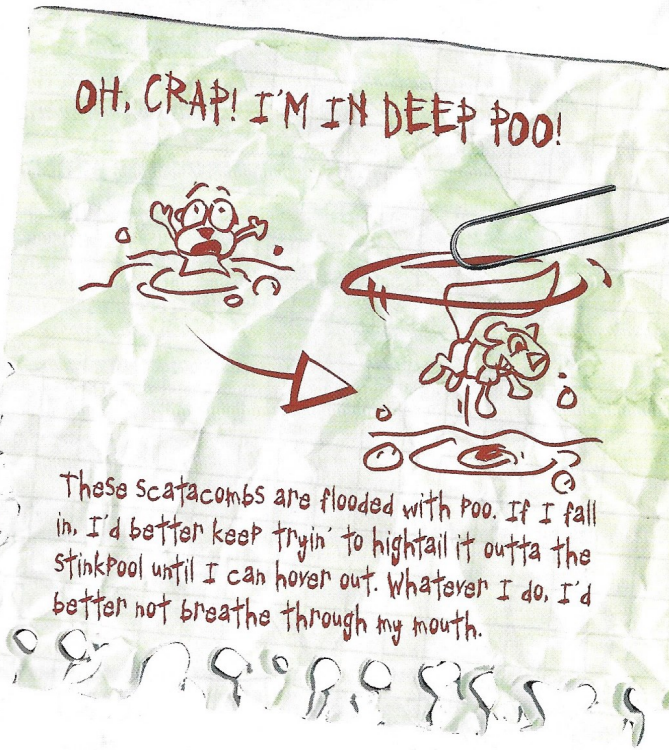


Corn must be struck by either flatiron cookware or a hand of poo. If one of the aforementioned occurrences mentioned previously has occurred, you will be able to seize the corn and drop it into the reservoir in the center of the area. Repeat six times at three locations.

STEP 2 Aerial Traversal of Fire

The torch centered in the gap of the walkway poses a fire hazard, so it is recommended that you produce upward lift while crossing the unbridged area. Press and hold the button marked "A" while jumping over the void to forgo ignition and change your location to that of the opposite ledge.

Fig. A
Jimmy crapped corn and I don't care.



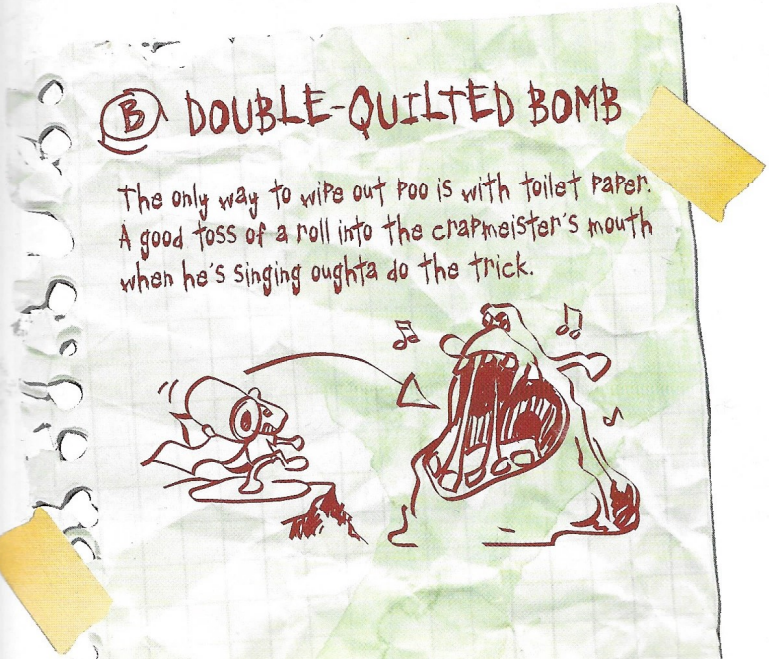
2

5.2 SANITARY ROLL PROPULSION

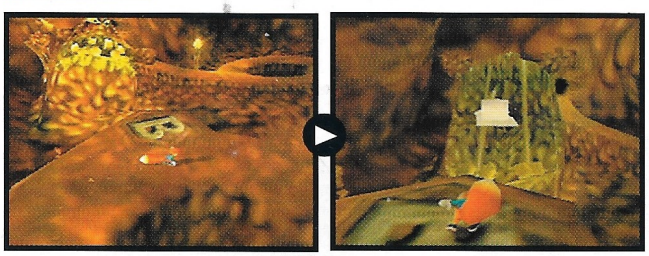
HELPFUL HINT: By releasing the half dozen, or "six," kernels of corn into the centrally located pool, you will summon the Great Mighty Poo, who is susceptible to B Pad attacks throughout the duration of his singing.

Visualize wiping your troubles away.

Concurrent with the Great Mighty Poo's aria, one of the region's three B Pads will be active. Only one of the B Pads will be active at a time, and a new B Pad will be active once you have fully utilized a B Pad in battle.



STEP 3 Oral Administration of Paper



Position yourself in the standing position on a B Pad, then press the B Button to brandish a roll of toilet paper. Press the Z Button to surrender the roll via a throwing motion. Direct your projectiles at the Poo's agape mouth until the Poo reemerges at another B Pad, then repeat the steps.

⚠ CAUTION ⚠

• VERTICALLY DESCENDING POO

Beware of falling poo. As gravity-influenced units of fecal matter near impact, their shadows will become apparent. DO NOT stand in their shadows.

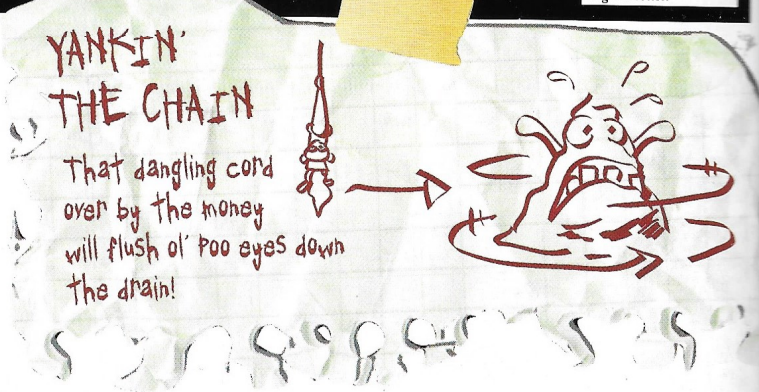
3

5.3 DRAINAGE AND SEWAGE UPKEEP

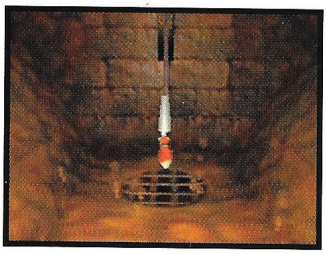
HELPFUL HINT: Practice appropriate behavior when in the vicinity of fecal matter. Always use sanitary paper to clean up waste. Improper sanitation may lead to death or, in extreme cases, shrinkage of the p[illegible] and sterilization.

Always put the seat back down after flushing the toilet.

A roll of sanitary tissue administered orally may lead to nausea. Upon the Great Mighty Poo's ingestion of a sixth roll, the aforementioned Poo will sing a note of such discomfort that its frequency will break the glass of an erstwhile inaccessible room.



STEP 1 Proper Flushing Procedure

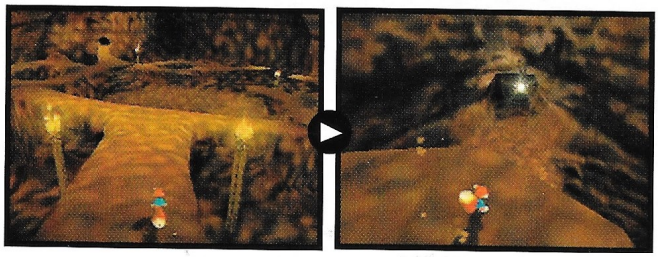


Once the glass wall has shattered, mobilize your feet using a "walking" motion and direct yourself toward the newly opened area. Collect the monetary funds inside, then jump to pull the cord that operates the flushing mechanism.

I'm #1! I'm #1!
(Mr. Poo will always be #2.)

4

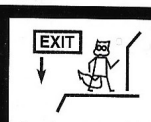
STEP 2 Sewage Pipe Entry



Upon flushing the Great Mighty Poo, the central reservoir will drain, allowing access to the sewer pipes. Jump to the ledges until you have descended to the ledge lit by a lantern. Enter its passage to proceed to the Sewer Pipes.

5.4 SEWAGE PIPE NAVIGATION

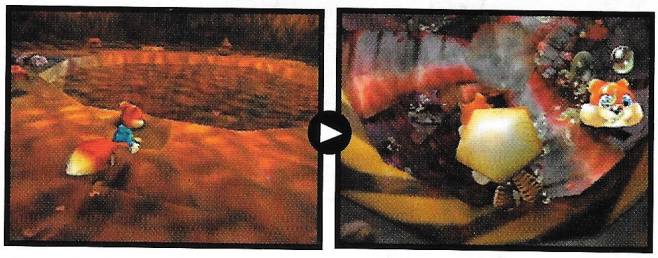
HELPFUL HINT: Proceed only if you have the sum of $1,000. Entry beyond the Sewer Pipes is not allowed without the proper financial backing. If that sum is not in your possession, exit to Poo Cabin and begin searching for funds.



An exit serves as the entrance to the way out.

The aqueduct pumps a compound of hydrogen and oxygen that is a common source of wetness. The underwater propellers that maintain the flow of wetness are fatal to the touch, so secure the Extra Tail hanging at the entry in case of death.

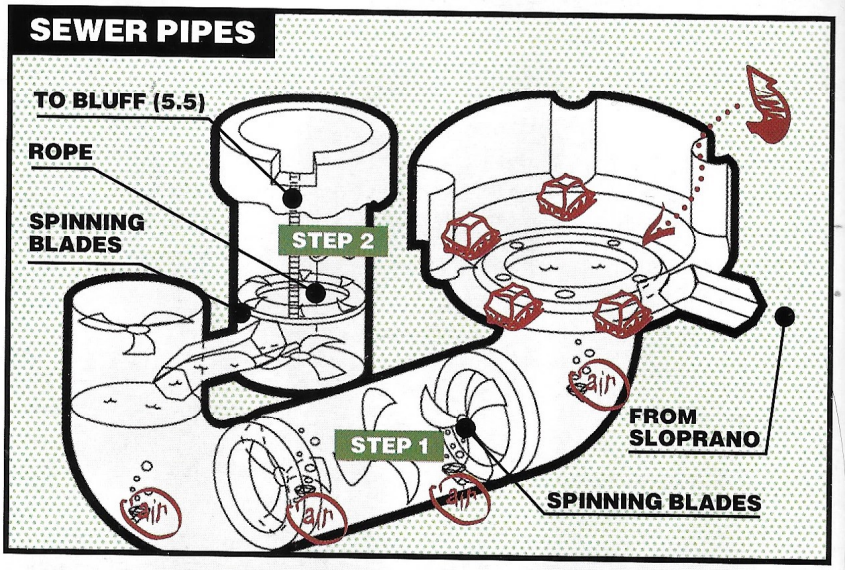
STEP 1 Rotary Blade



Enter the Sewer Pipes by going into its entryway. Swim up to each fan and stop. DO NOT swim into the blade so as to cut yourself in half. Instead, swim past the blade without cutting yourself in half. Do so by stationing yourself in front of a fan and swimming through the moment a blade sweeps past you.

I'm half the squirrel I used to be.

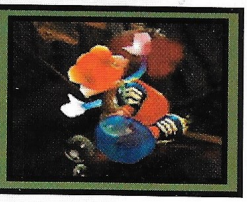
SEWER PIPES



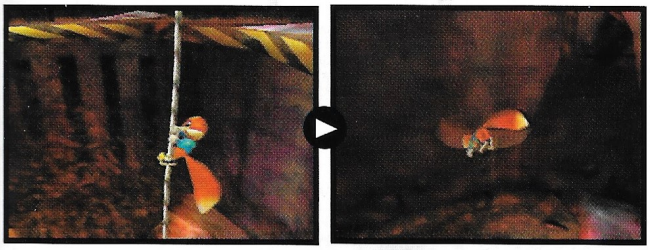
⚠ CAUTION ⚠

• DEATH AND DISMEMBERMENT

The halving of the body by a razor-sharp fan blade is the leading cause of death in razor-sharp fan blade accidents. Carefully time your passes through the fan blades.

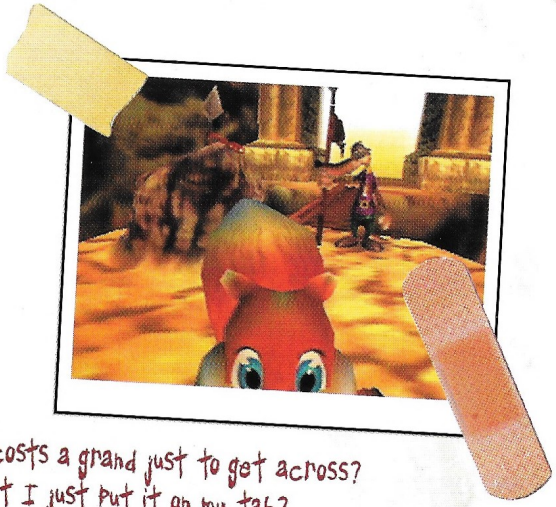


STEP 2 Ascension to the Bluff



Walk to the end of the yellow-and-black striped plank, then propel yourself in an upward and over fashion (not unlike jumping) to reach the dangling rope. Climb the rope to the upper ledge. After landing on the ledge, run at a vigorous pace in a counterclockwise direction to avoid the revolving blades. Jump when a blade nears you.

Fig. B
Being sliced in half is glamorous only when it's done to a leggy magician's assistant.



REMEMBER TO BRING $1,000!!!

It costs a grand just to get across? Can't I just put it on my tab?

5

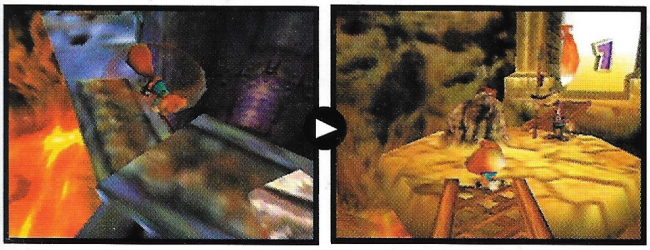
5.5 WEASEL DECEPTION AND BRIBERY

HELPFUL HINT: If the weasels do not let you enter, then you did not read 5.4 "Helpful Hint" (see 5.4 "Helpful Hint"). If you did read 5.4 "Helpful Hint" and still cannot enter, then you failed to follow its instructions (see 5.4 "Helpful Hint").

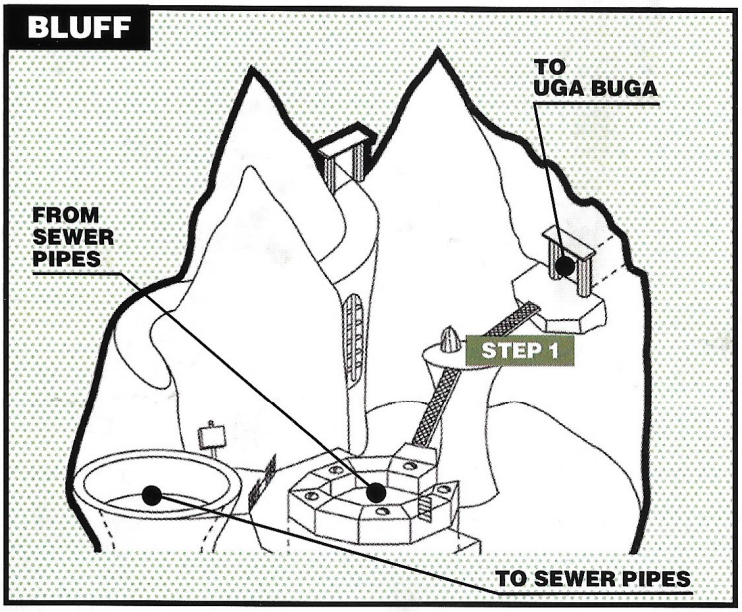
You'll go far if you flash the cash.

If you do not possess $1,000 to pay the entry fee, you must collect more money. Exit the area without having to circumnavigate the rotating blades by walking along the circular rim and jumping over the fence marked "Danger! Poo!"

STEP 1 Payment and Admission



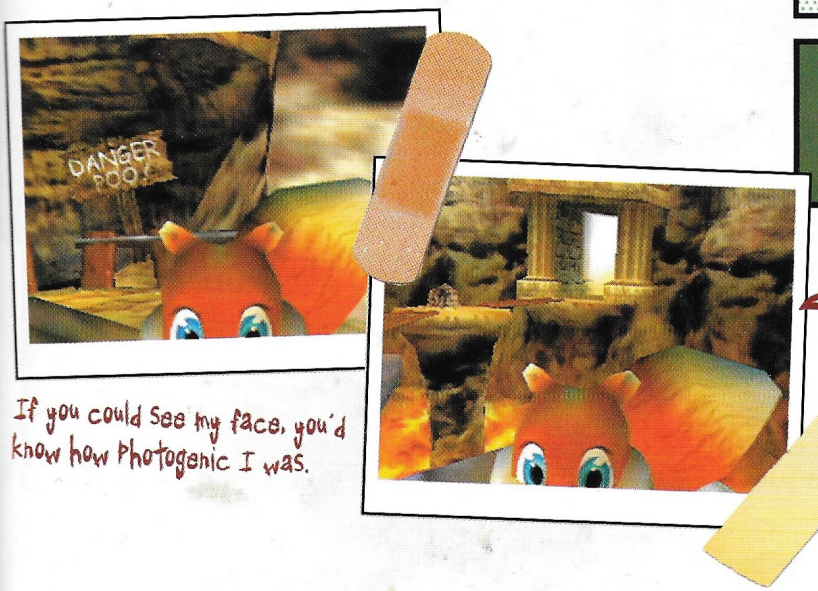
The ladder leading from Step 2 of 5.4 (see Step 2 of 5.4) leads to the rim leading to the Bluff. The bridge leading from the rim to the Bluff leads to two weasel guards. Pay them $1,000 and convince them that you are a pachyderm of the elephant variety to secure entrance into the subsequent area that subsequently follows next.



⚠ CAUTION ⚠

• SCALDING POTENTIAL

DO NOT fall off the rim and into the lava below. The lava below poses the threat of burns, which may result in a loss of life and/or gain of death.



If you could see my face, you'd know how photogenic I was.

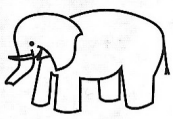


Fig. C
Elephants never forget—except when they've been drinking heavily.

OFF TO UGA BUGA SECTION 6

SECTION 6 UGA BUGA

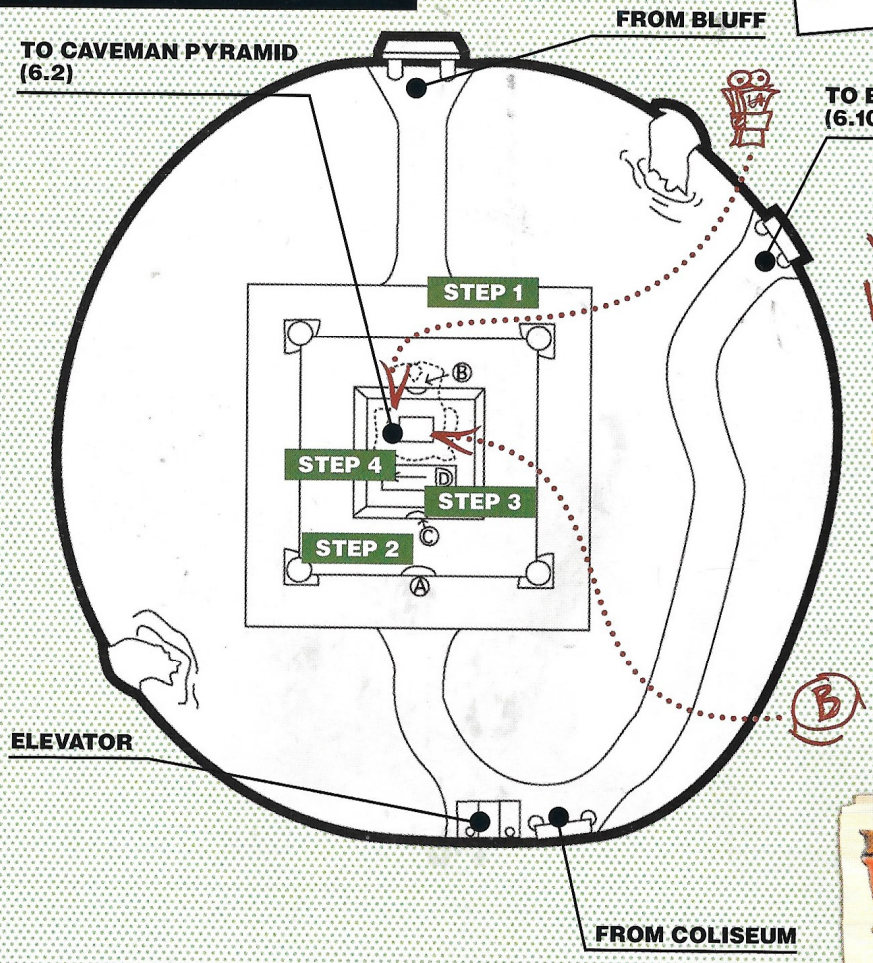
ASSIMILATION AND RITUAL IN PRIMITIVE SOCIETIES

IMPORTANT PRECAUTION! Many primitive cultures have not yet developed the complicated system of mores and folkways that govern behavior in polite society. You may encounter hostility or aggressive sexual behavior such as full frontal attacks.

The typical denizen of the Dinosaur Tunnels can be characterized as rude and aggressive. This behavior paradigm is perhaps the result of continual exposure to dangerous fauna (e.g., predatory dinosaurs) and hostile terrain (e.g., lava fields). Any attempt to introduce a new member to the society (e.g., a red squirrel) will be met with violence.

Here's the stupid bastard who thought I was an elephant.

UGA BUGA SCHEMATIC



YOU'RE GETTING VEEERY SLEEPY!

THINGS TO DO:

1. Go to the top of that temple thing
2. Roll the stone bugger down the hall
3. Adopt reptile
4. Squash the baby
5. Clear the dragonhead's mucus
6. Start a gang
7. Have a pee & Rescue Berni!

200 Squirrel Tail Road · Serving 'Hair of the Dog' every night!

8. Drop off bomb
9. Shred a bit & Win my money back
10. Show dumb arse whose bone is bigger

200 Squirrel Tail Road · Serving 'Hair of the Dog' every night!

⚠ CAUTION ⚠

- **SUPERHEATED LAVA PROJECTILES**
  Volcanic forces inside the Dinosaur Tunnels can produce lava projectiles that ignite fur and deplete chocolate.
- **HOMICIDAL CAVE DWELLERS**
  Primitive humans often use violence as a means of conflict resolution. They often use blunt objects to strike things they don't understand.
- **DYSPEPTIC ROCK CREATURES**
  To avoid premature death, DO NOT approach, touch or urinate upon the large stone creatures found in the Dinosaur Tunnels.

6.1 PRINCIPLES OF REPTILE AVOIDANCE

HELPFUL HINT: In video games, vulnerability to threats is often a matter of space and distance. If a dangerous creature is patrolling a particular area, you can avoid the threat by avoiding the area.

Warning: Raptors do not buy meat at a supermarket.

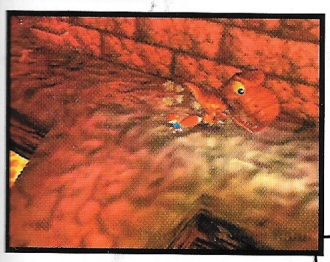
Velociraptors are usually considered to be among the more intelligent predatory dinosaurs. Many paleontologists, however, have broken with this mind-set, theorizing instead that raptors run around in circles and attack without discretion.

⚠ CAUTION ⚠

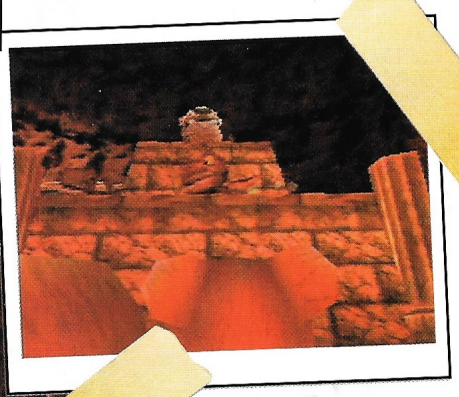
• PREHISTORIC CARNIVORES

Various species of prehistoric dinosaurs are known to bite, tear, crush, stomp, disembowel and mutilate squirrels.

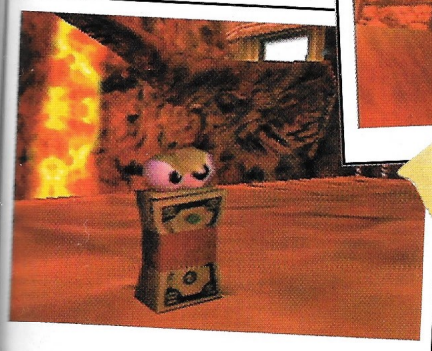
STEP 1 Enter the Raptor Thoroughfare



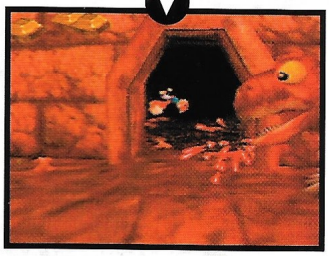
There are two possible directions you can go after entering the Dinosaur Tunnels: forward and backward. If you choose to move forward, you will be required to traverse a multileveled temple structure. Predatory dinosaurs are a salient feature of the temple's exterior.



Didn't realize extinction was optional. I preferred the bit with the large-breasted flower.



STEP 2 Self-Preservation



Dinosaur attacks may complicate your climb to the top of the temple. Running and jumping are recommended strategies to avoid contact with the Raptors' teeth. Specifically, you should jump then helicopter away from an approaching Raptor. Note: Rodents standing in doorways will be eaten.

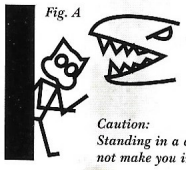
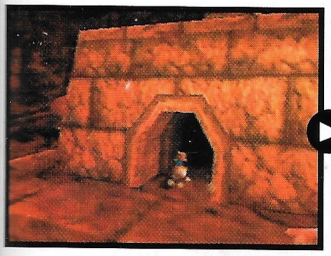


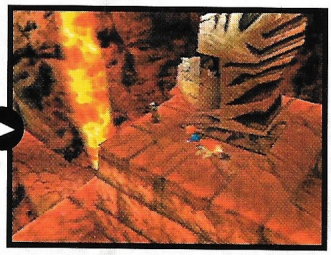
Fig. A

Caution: Standing in a doorway does not make you invisible.

When you make it to the top, they just throw money at you.

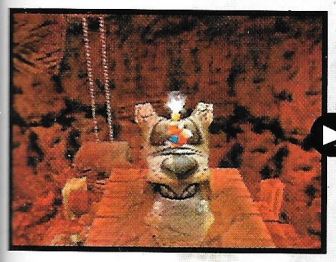
STEP 3 Ascending the Temple's Exterior Walkways





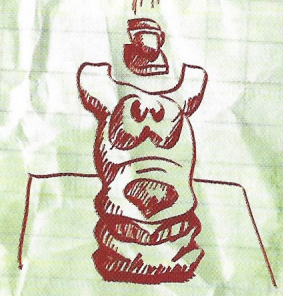
The temple must be ascended through the use of exterior walkways. The one exception to this rule is when you enter the temple through doorways. If you enter a doorway, you will immediately exit a doorway one story above you. In order for this to occur, you must enter the correct doorway that leads to the floor above you.

STEP 4 Manual Depression of Feline Ornament



A large ornament in the shape of a feline head sits atop the temple. Stand near the ornament then leap from a crouching position. If you land on top of the ornament, a lightbulb will appear above your head. Press B to transform into an iron anvil. You are advised to take any cash in the vicinity before completing the task.

B POUNDING HEADACHE



I've only just discovered this cracking ability to turn into metal objects. If I keep beating this idol thing down by hitting B, I can keep playing the game.

2

At least I'm out of the poo for now.

6.2 THE IMPACT OF HEAVY OBJECTS

HELPFUL HINT: While the laws of Physics show that the weight of an object does not determine how fast it will fall, or roll, the object's mass does affect the impact that it will have on that which it lands on or rolls over.

Note: A rolling object's path is determined by the incline of the slope.

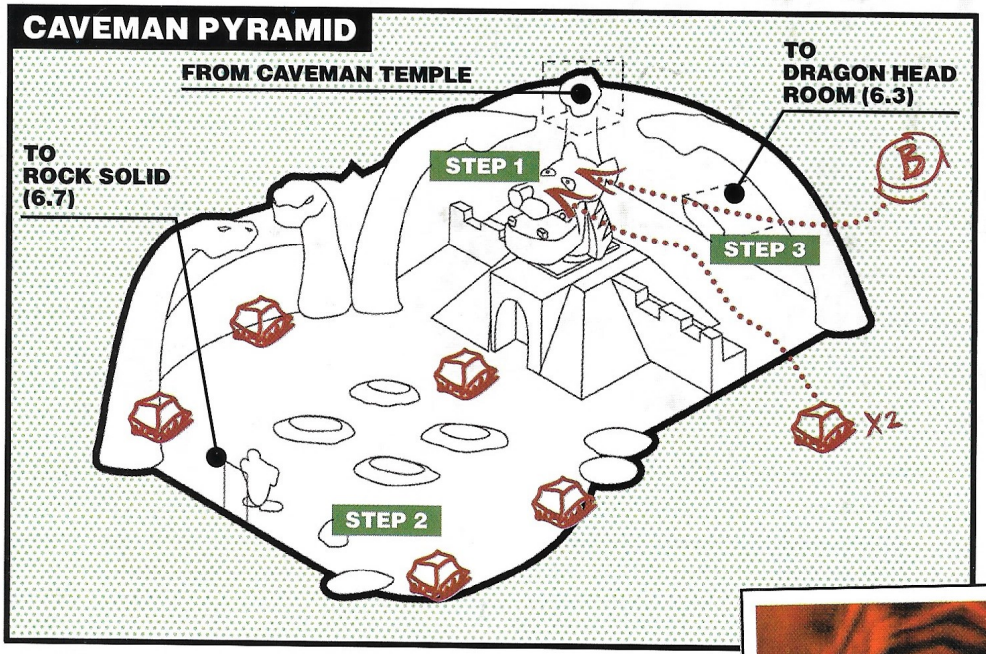
When one wishes to clear a path that is blocked by obstacles or hostile parties, a common solution is to blaze a trail with a large vehicle or heavy, but mobile, object. The force of the vehicle or object will cause obstacles to move out of the way.

⚠ CAUTION ⚠

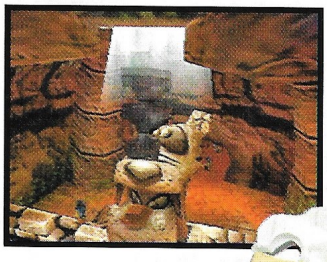
• HOSTILE ROCKS

Some bodies that appear to be dormant rocks may turn out to be rock-like thugs upon closer examination. If such an object makes itself known to you, the recommended action is to turn and run.

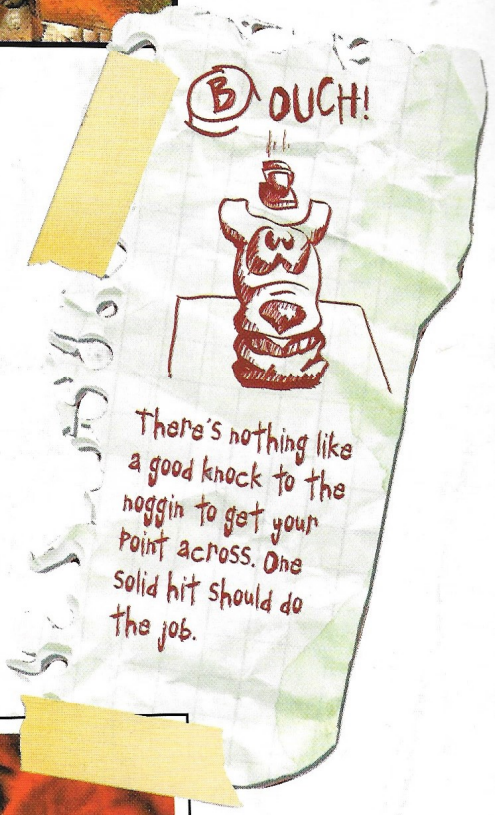
CAVEMAN PYRAMID



STEP 1 Opening a Passage with Force

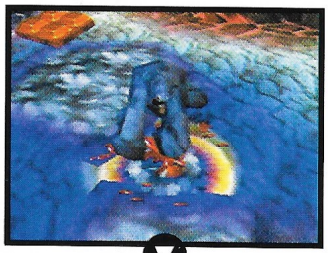


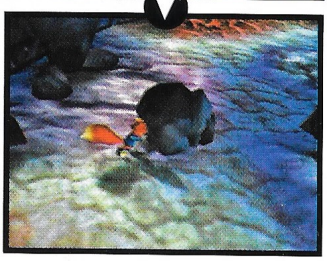
The opening of some passages requires the discovery of a switch or lever. Other passages make use of a key or keycode. In extreme circumstances, you can use force to trigger a passage's opening. In those cases, you must first look for a place to apply pressure then Press B.



Hey! Move! It's a big rock and it's headed your way! Unlucky sod!

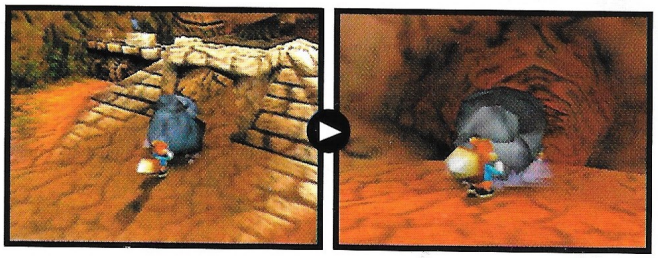
STEP 2 Separate Rocks from Rock'ards





When looking for a proper rock to roll through a passage, it is important to identify the actual rock amid the rolled up Rock'ards. If you approach and push the rock, it will roll in compliance with your actions. If you approach a Rock'ard, it will offer resistance.

STEP 3 Clear a Path with the Proper Control of a Large Object



By pushing a large rock from the entrance of the Rock Solid club, across the path that is populated with Rock'ards, you will begin a procedure that will result in clearing a path to the next area. Continue to push the rock under the large statue and through the tunnel. At that point, the rock will gain momentum and begin to roll on its own.

All this work is making me thirsty.

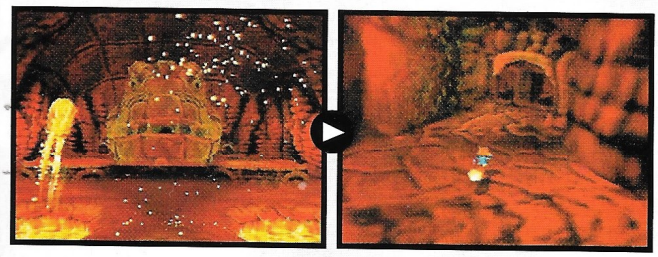
6.3 WHERE DINOSAURS COME FROM

HELPFUL HINT: For many creatures, like huge cartoonish dinosaurs, life begins in an egg. If kept warm, the dinosaur will break from the egg and hop about, searching for food and following the example of the first creature it sees.

Note: Eggs are not as comfortable as chairs and other types of furniture.

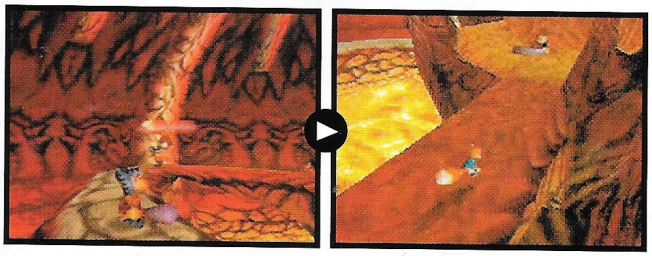
There is nothing more gratifying than watching a new life begin, even if it is the very short life of an Uga-eating dinosaur that you must eventually sacrifice to a large stone dragon to advance in a video game. The point is, it's gratifying.

STEP 1 Quickly Enter and Exit



Upon entering the chamber of the giant stone dragon, the first recommended action is to walk around the right side of the statue, as you face it, and approach a door in the wall. If you approach the right door, it will open automatically, allowing you to exit the chamber.

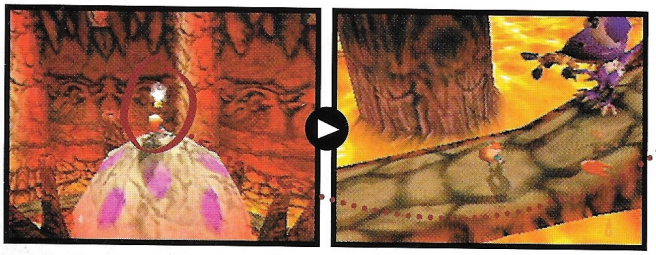
STEP 2 Follow the Path, Avoid Conflict



Note: One must respect the wishes of the solitary reader. *Fig. B*

A narrow, raised path winds around the volcanic chamber, leading to a huge egg. Some Ugas populate the path. They are best dealt with through avoidance. A quick hop off the path and a helicopter maneuver around the Uga should be sufficient to avoid it.

STEP 3 Act on Maternal Instinct

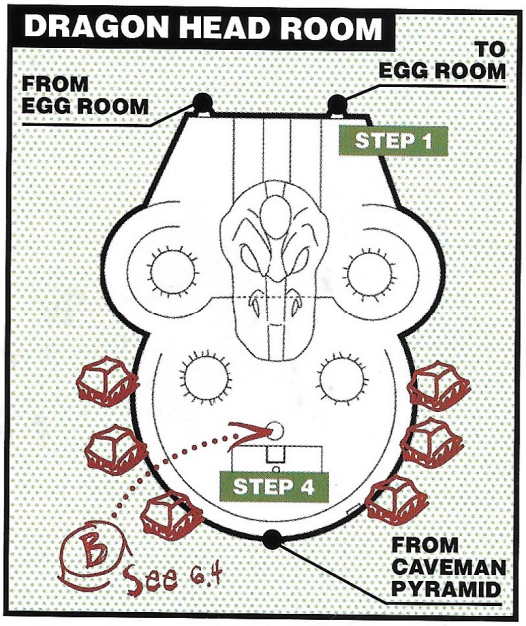


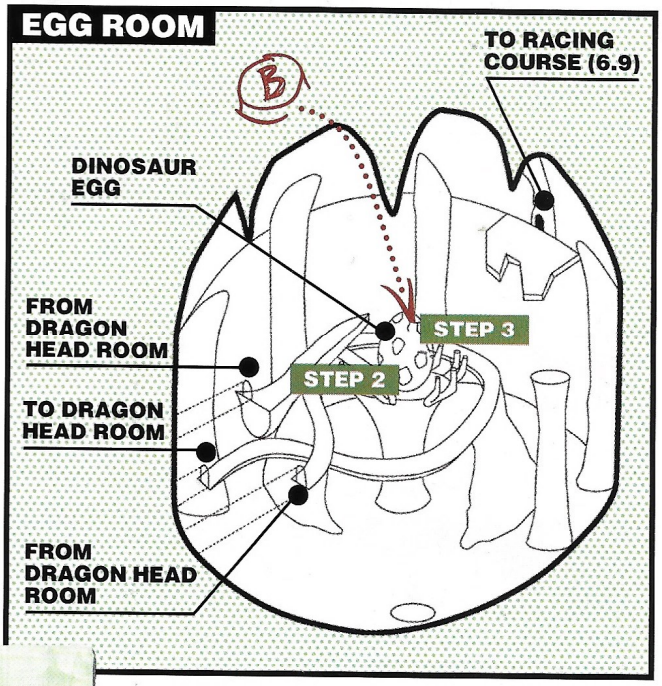
What d'ya know? It worked!

With a boost from a tablet-reading citizen, you can reach the top of the egg. Press the B Button to sit on the egg and begin the hatching process. When the egg hatches, let the hatchling follow you.

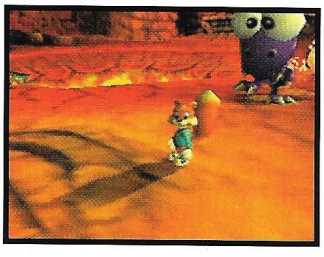
B WHOA, MOMMA!

This is absobloodylutely the oddest thing I've ever done. I hope the lads at the Cock and Plucker don't get wind of it.





STEP 4 Direct the Dinosaur



Stay just in front of the dinosaur hatchling to make sure that it follows you, then lead it around the curving path to the Dragon Head Room. Leap and helicopter over Ugas in your way. The baby will consume them.

4

6.4 ADHERENCE TO ANCIENT RITUALS

HELPFUL HINT: When you are in a world that has an ancient civilization theme, you must act in accordance with that theme. To that point, the way to appease the forces behind the stone dragon is to offer it a sacrifice.

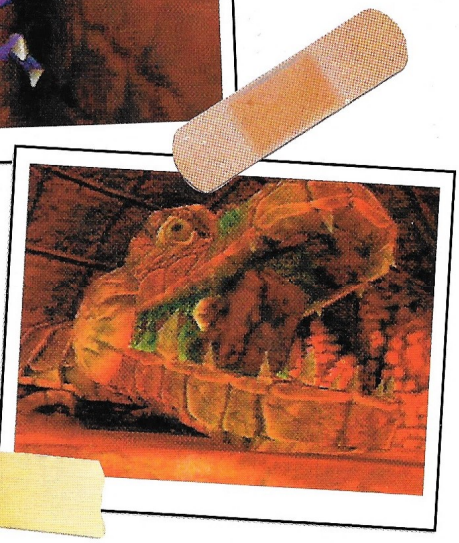
Primitive rituals, such as dinosaur sacrifice, can appear cruel to the uninformed observer. In fact, they are usually accepted and even relished by participants. Sacrifices to primitive reptile gods are particularly fascinating and unpleasant.

⚠ CAUTION ⚠

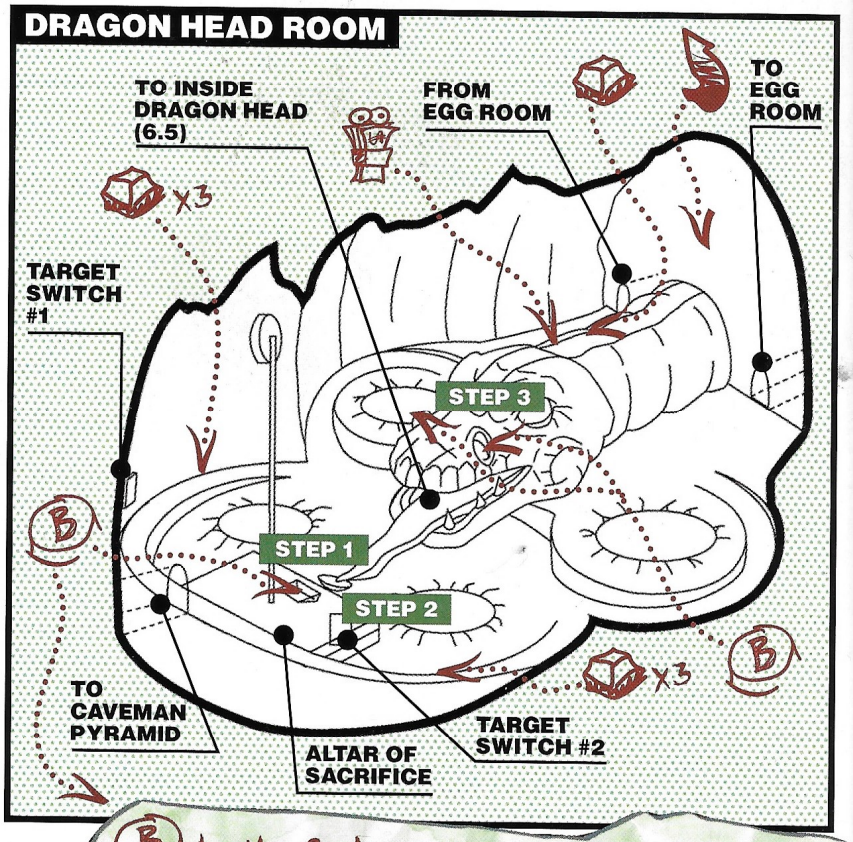
• BURNING LAVA BALLS

Molten chunks of lava burst forth from bubbling lava pools. When they come into contact with a flammable object, like the bushy tail of a squirrel, the results are painful and possibly fatal.

Here it comes!



The poor bugger didn't know what hit him! Well, life goes on. The important thing is that I got what I needed.

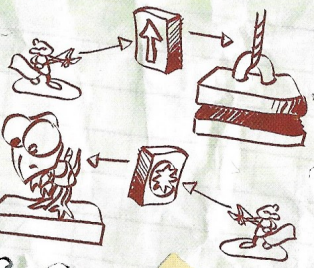


STEP 1 Prepare the Sacrifice

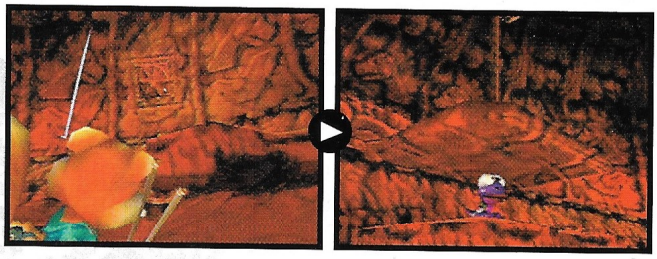
Press the B Button near the stone slab where the sacrifice is to take place, then hit a wall panel that is marked with an arrow by firing the catapult. When the mechanism rises, bring the dinosaur to the slab.

B DINO GOES SQUISH

All I gotta do is raise the weight by hitting the panel to the right with the arrow on it and then, once the dinosaur is on the altar, I hit the other panel. Splat!!



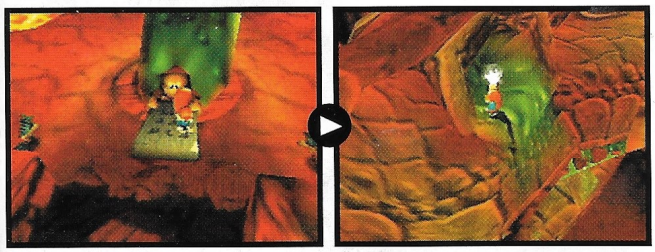
STEP 2 Execute the Ritual



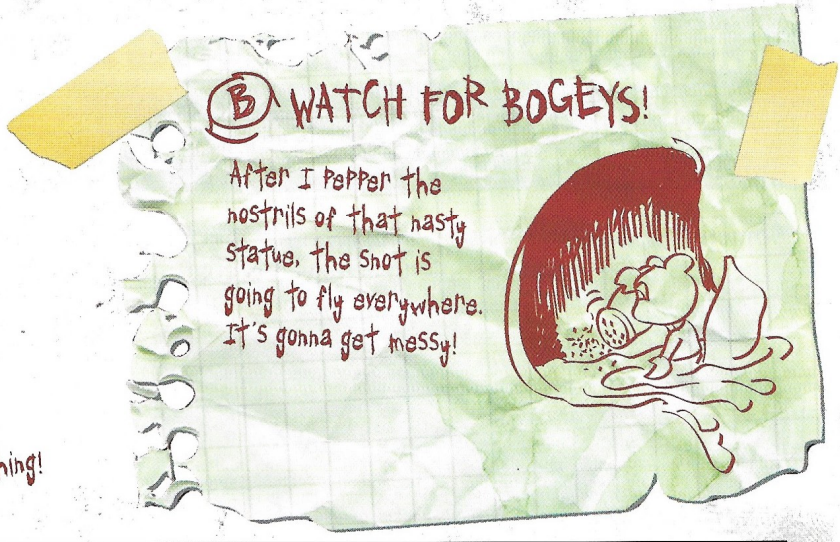
When the dinosaur is in place, return to the B Button Pad and direct your catapult fire on another wall panel. When you hit the panel, the mechanism will fall, setting off a chain of events that will lead to the flattening of the sacrificial dinosaur.

I'll name my baby "Patty."

STEP 3 Introduce Expectorant



The tongue of the dragon statue is coated in mucus. Spring to the top of the statue's nose and drop into each nostril, applying pepper by pressing B. When the dragon sneezes, the mucus will clear from the tongue.

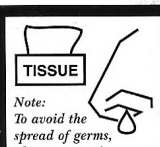


5

Greenbacks!
I got bucks on the back of the statue. Ka-ching!

6.5 SEARCH FOR A STATUS SYMBOL

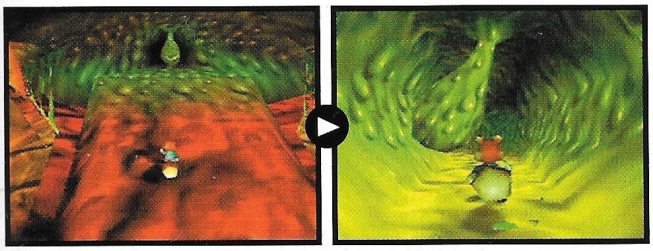
HELPFUL HINT: The simple inhabitants of the ancient civilization-themed world respond well to their own kind. By wearing a piece of clothing that reminds them of themselves, you will be able to fit in.



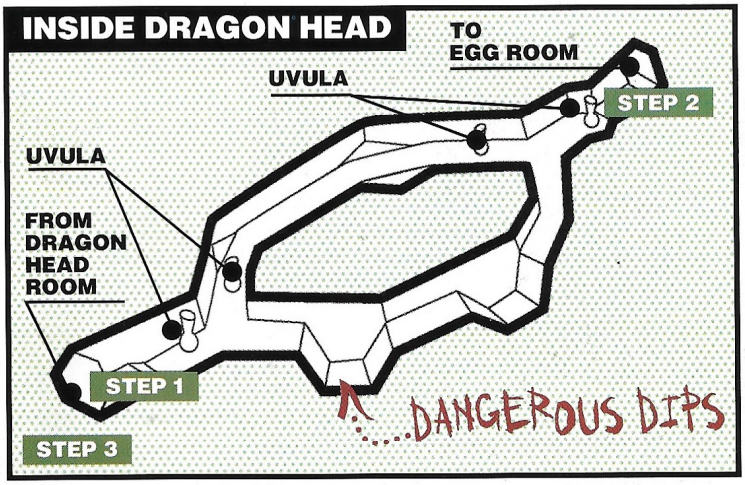
Note: To avoid the spread of germs, always use a tissue.

The main benefit of exploring the throat of the dragon statue is the possibility of collecting an object that you may use to endear yourself to the Ugas. If you survive the dangers of the throat, you will secure their allegiance.

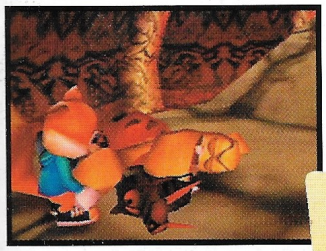
STEP 1 Throat Culture Survival



Upon entering the throat of the dragon statue, you will encounter a variety of dangers, the least of which is not a collection of swinging uvulas. The key to survival is to walk past the uvulas when they are at the peak of their swing.



STEP 2 Collect Uga Effects



Exit the back of the throat to the Egg Room where you will discover the headdress of an Uga. When you wear it among the Ugas, they will follow you and do your bidding.

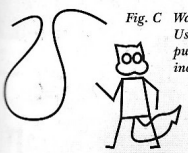


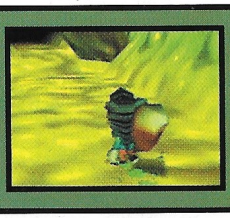
Fig. C Warning: Using the uvula as a punching bag can induce gagging.

If this is what I need to do to make those guys stop hitting me, I'll do it!

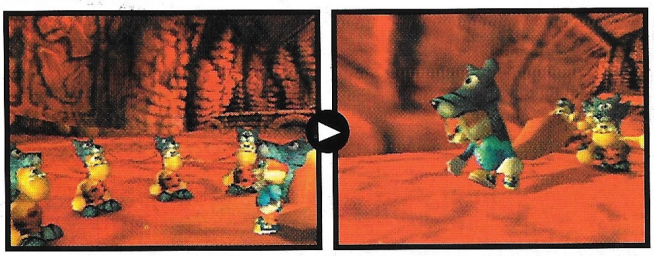
⚠ CAUTION ⚠

• **SWINGING UVULA DANGER**

A massive swinging uvula can knock the chocolate out of a squirrel. Avoid the uvulas by studying their swinging pattern.



STEP 3 Exploit the Mob



Emerge from the throat in caveperson attire. Your hat will grant you the authority to rally the Ugas and lead them to the entrance to the Rock Solid club. Make sure your gang forms a cohesive unit.

Are you ready to rock?

6.6 UNDERSTANDING THE MOB MENTALITY

HELPFUL HINT: Saber-toothed headgear is quite flattering to most people and squirrels, and googly-eyes and perky ears complete a disguise that will mask your true identity from all but the cleverest bouncers.

If you can't beat 'em, rule 'em.

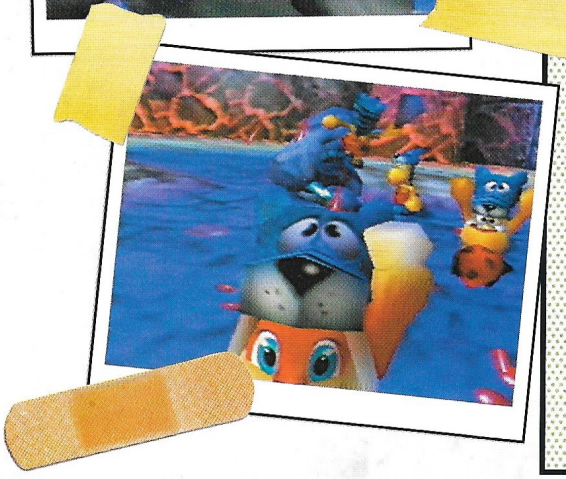
Sometimes, even the solitary squirrel must join forces with other creatures or cavepeople to achieve his goals. It is best to try to look like people or creatures you wish to join you in battle, if battling is your goal.

⚠ CAUTION ⚠

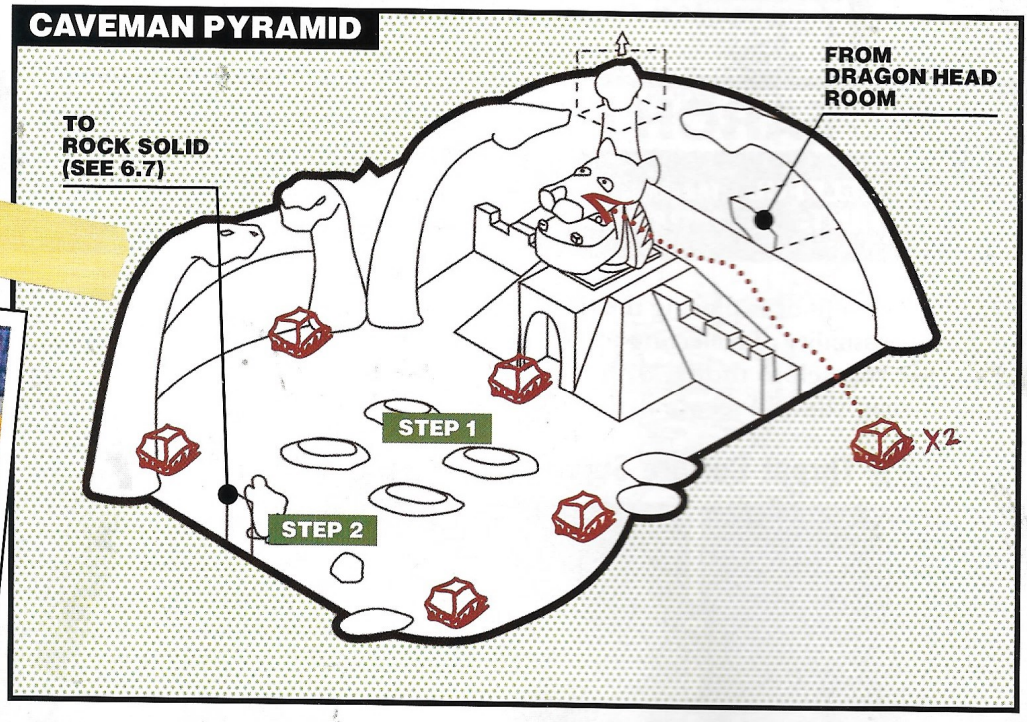
• WATCH FOR HOT ROCKS

Glowing, orange rocks may occasionally fall from the sky as one slowly leaves a room followed by worshipful cavepeople. Repeated contact with the rocks may cause severe discomfort and deathlike symptoms.

This big boulder-brain answers to "Pebbles" now!



CAVEMAN PYRAMID



STEP 1 Apply Force to Rock'ards

Approach each Rock'ard cautiously with the intent of not disturbing any of the other Rock'ards until such time as you wish to disturb them. Hit each Rock'ard solidly with the frying pan to signal to your compatriots to do the same. As each Rock'ard explodes, commence beating the next Rock'ard. Repeat until all Rock'ards are reduced to dust.

STEP 2 Strength in Numbers

After you and your dead-animal-hat-wearing assistants have disposed of all of the Rock'ards, discuss your situation with the doorman. Once the doorman understands that you and your clan will not hesitate to terminate him with extreme prejudice as you did his fellow Rock'ards, he will give in to your demands and let you enter.

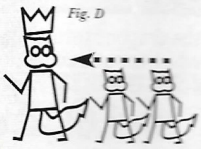
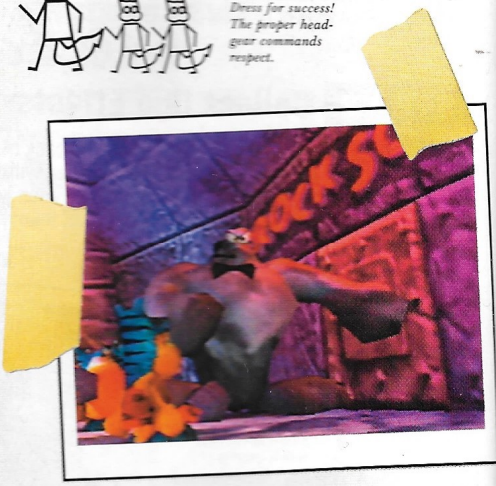


Fig. D

Dress for success! The proper head-gear commands respect.



Members only? I've got your member right here!

6.7 DANCE CLUB DECONSTRUCTION

HELPFUL HINT: When investigating a dance club or other entertainment lair, it's best to shake one's groove thing in order to blend in with the party-minded patrons. Party poopers and wallflowers are easily spotted.

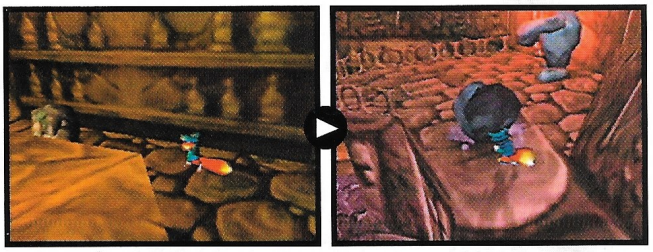
Hard rock's decline left quite a gap in the underground culture of the Rock'ards, but the creatures have since filled that chasm with the big beats of house, trip-hop, acid rock, techno and disco. The rave-style clubs often employ bikini-clad go-go dancers.

⚠ CAUTION ⚠

• BEWARE FALLING-DOWN DRUNK ROCKS

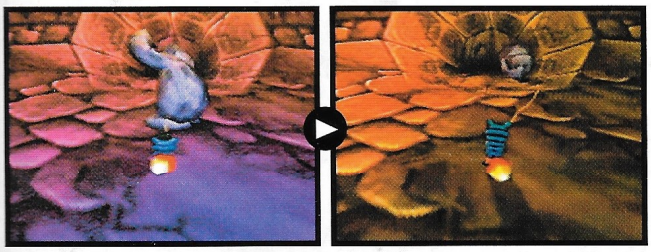
Male Rock'ards are bellicose creatures, and their combative tendencies are worsened by the ingestion of intoxicating substances. Give the stoned stones wide berth to avoid physical confrontations of a violent nature.

STEP 1 Roll the Rock



Walk down the ramp that leads into the club below. Keep walking around the club until such time as you locate the bar area. Refrain from partaking of the keg's contents and instead locate the big rock behind the bar. Roll the rock up the ramp you walked down and leave it on the switch just past the top of the ramp.

STEP 2 Roll Downstream

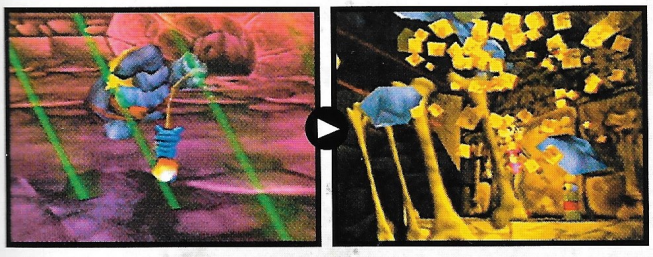


Walk over to the keg. Drink from the keg to fill your bladder, then locate a Rock'ard whose location is located by the middle door on the dance floor. Urinate on the Rock'ard, using Z to lengthen your stream. The Rock'ard will curl into a ball. Push the Rock'ard through the door with a stream of urine.

STEP 3 Exploit Inertia

Sober up, enter the middle door, then push the Rock'ard up the ramp, carefully avoiding the go-go dancers. The last slope is very steep—build up speed before attempting to push the Rock'ard onto the switch.

STEP 4 Urine, Berri's Out



The other two doors on the dance floor will open after the second switch is activated. Return to the keg to refill your bladder, then push the other two Rock'ards into the other two doors to open Berri's cage.

COLD, HARD CASH

Snag a bundle o' green from the cage after Berri has left it.

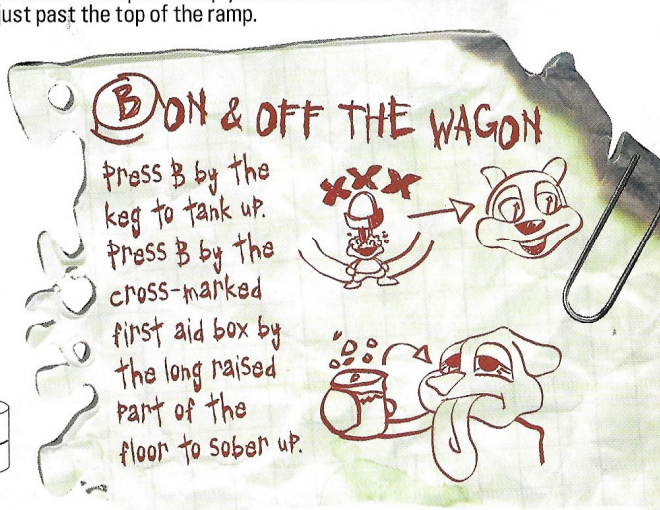
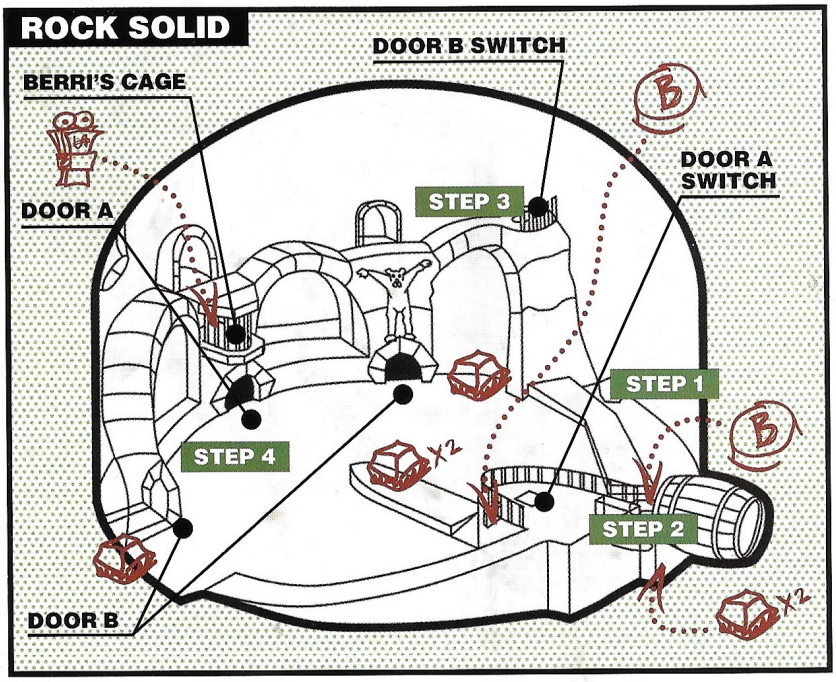


Fig. E

Blotto buster



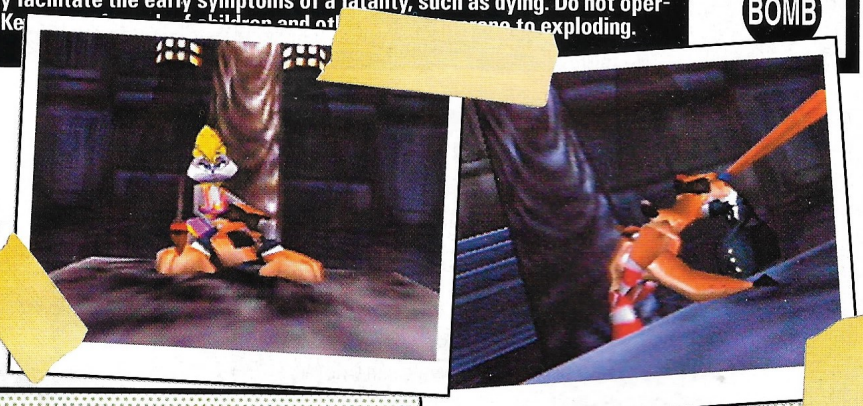
8

6.8 SAFE AND SANE COMBUSTION

HELPFUL HINT: Being caught in a bomb's explosion may facilitate the early symptoms of a fatality, such as dying. Do not operate heavy machinery while exploding. Ke[illegible] to exploding.

Caution: Filling is hot.

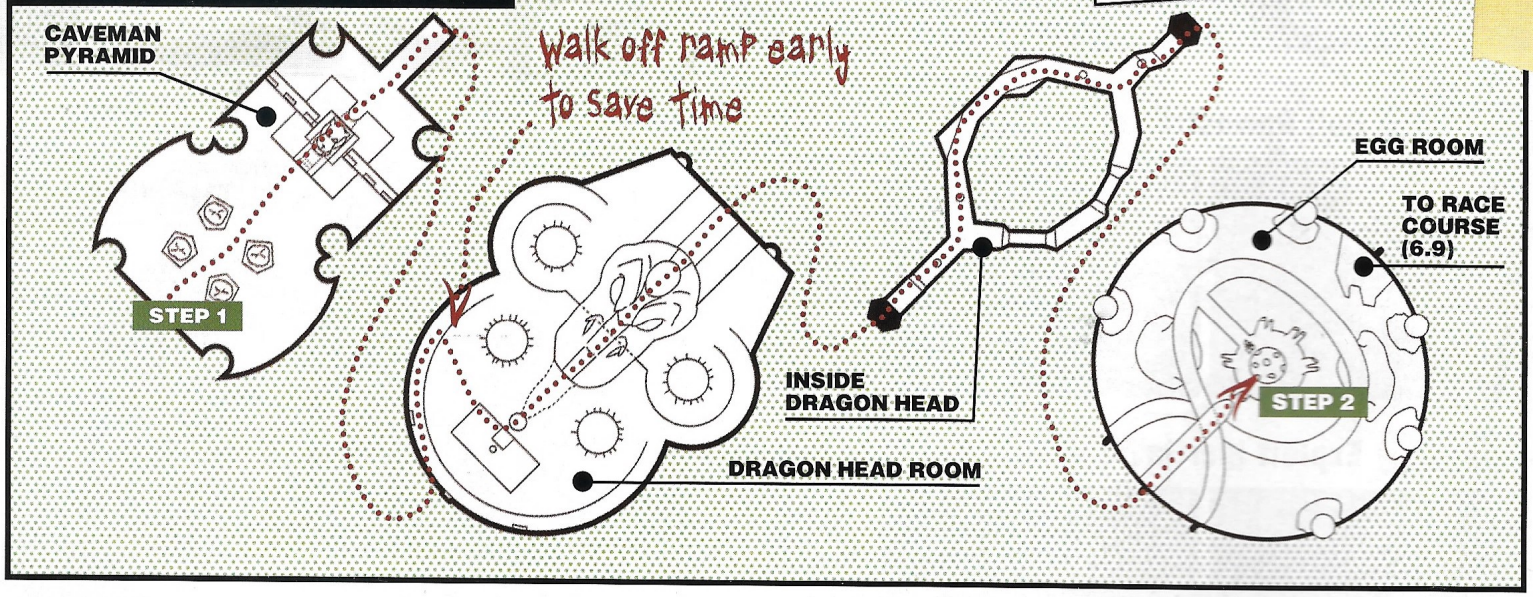
BOMB



Crime lords, or "godfathers," are often distinguished by their acute ability to make offers you cannot refuse. Such refusal-defying proposals include offers to sleep with the fishes or wake up with a horse head, opportunities to receive death by baseball bat and, in some cases, agreements to deliver explosives.

Goodfella, my sweet, bushy arse!

HAZARDOUS CARGO ROUTE



STEP 1 Efficient, Prompt Delivery of Explosive Cargo

The bomb will explode upon impact. DO NOT carry it off ledges or into obstacles. Transport the bomb in accordance with the dotted route on the diagram above (see dotted route on the diagram above).

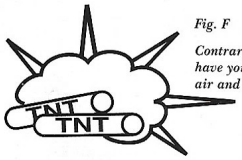


Fig. F

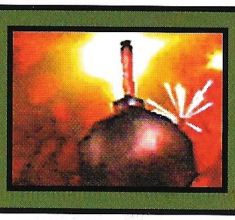
Contrary to what Hollywood would have you believe, you cannot catch air and "ride" an explosion.

Why do I have the "Mission: Impossible" theme in my head?

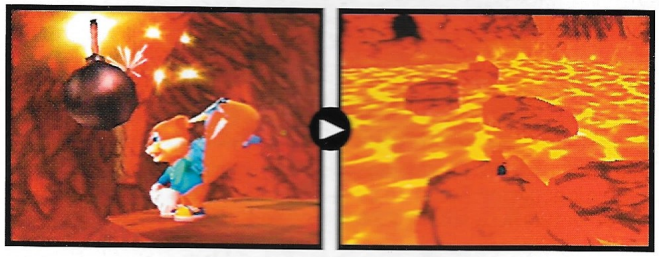
⚠ CAUTION ⚠

- **HIGHLY EXPLOSIVE**

Improper handling of a bomb, such as involving it in collisions or rapid descents, may compromise the integrity of the explosive and/or its carrier.



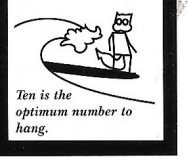
STEP 2 Disposal and Detonation



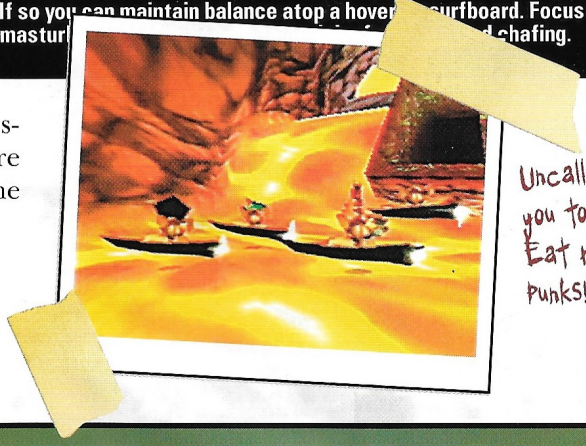
Upon exiting the Dragon Head, proceed with explosive cargo to the end of the outcropping and release the bomb. When it detonates, the lava level will rise. Helicopter from island to island to traverse the lava.

6.9 ACHIEVING EQUILIBRIUM IN MOTION

HELPFUL HINT: Deep meditation will help you center yourself so you can maintain balance atop a hover surfboard. Focus your energy inward by engaging in unbridled masturb[illegible] shafing.

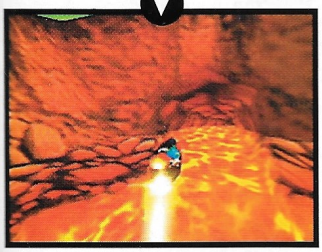

Ten is the optimum number to hang.

The adolescent cave dweller is known to prey upon unsuspecting visitors, robbing them of their monetary funds before fleeing on a high-powered vehicle. Should such misfortune befall you, take up chase on a similar vehicle if available.



Uncalled for! I'll teach you to steal my money! Eat my wake, surf punks!!!

STEP 1 Swift Jetboard Travel

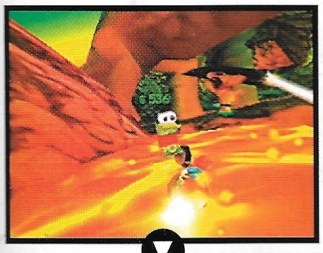


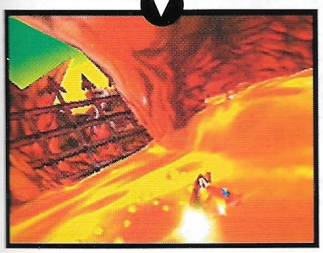
Once the felonious surfers have deprived you of your monetary funds, practice vigilantism by pursuing them. Mount a jetboard at the point marked "Step 1" on the map below, then travel the course in a clockwise (analog, NOT digital) fashion. Upon reaching the lava pit, press and hold A to achieve lift and clear the void.

Fig. G Address surfers as "dudes" or "big kahunas" and not as people who like to wax their planks.

I am so stoked!

STEP 2 Mobile Assault

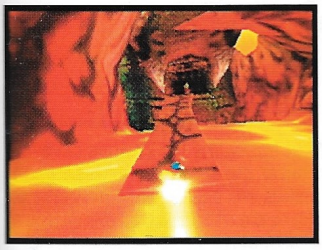




When the distance between you and one of the three surfers has diminished such that you have caught up with one of the aforementioned rivals, press B to hit him. Upon hitting the second surfer, the route to Step 3 will close and the gate (see map) will open. Veer onto the new path to pursue the final jetboarder.

SEE WHAT YA GET FOR TAKING MY CASH?!!

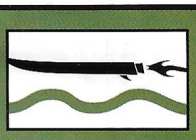
STEP 3 Ramp Ascension to Remaining Funds



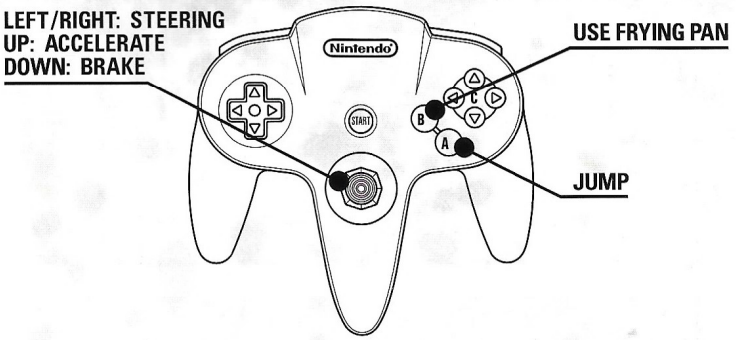
The gate (as shown on map) will close once you have successfully attacked the third cave dweller, and the route to Step 3 (as shown on map) will reopen. Orient your direction of travel so that you ride up the ramp at Step 3 (as shown on map), then press and hold A to clear the gap at the end of the ramp (as shown on your game when you reach it).

Reunited 'cause it feels so good.

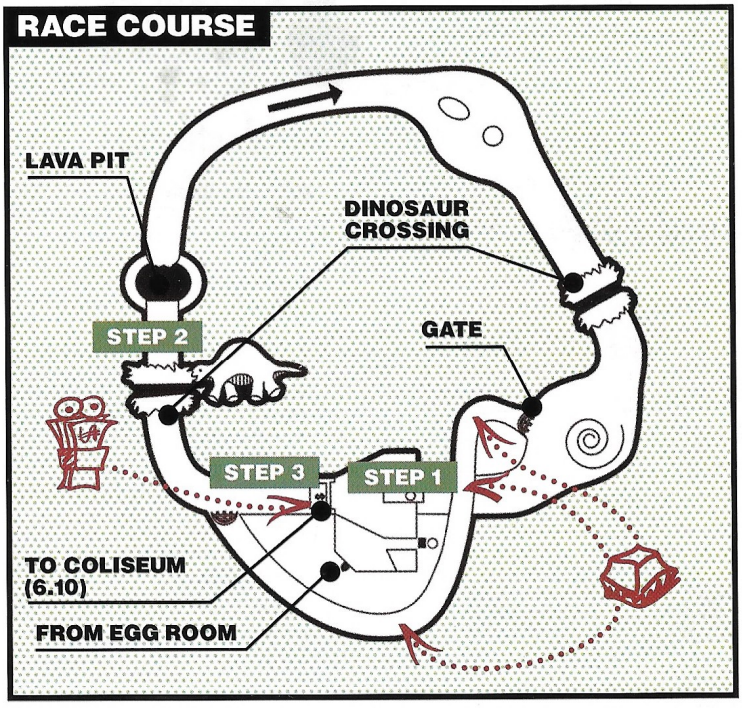
THE JETBOARD
OPERATING PROCEDURES



The rocket-powered plank known as the jetboard will travel in a moving state of mobilized motion when the rider presses Up on the Control Stick. To attack nearby surfers, press B. To jump and maintain a higher altitude, press and hold A.



RACE COURSE



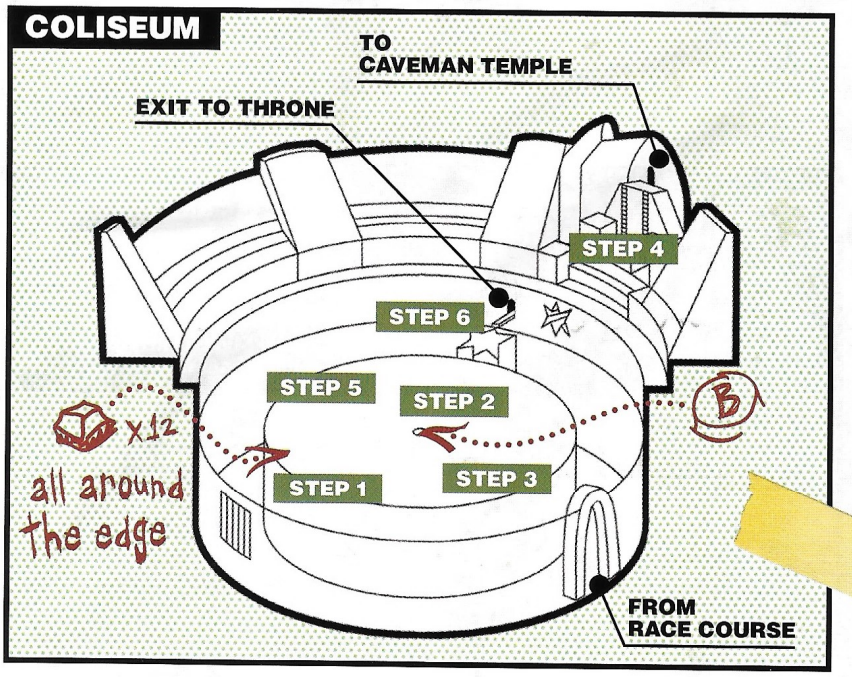
10

6.10 CARING FOR YOUR DINOSAUR

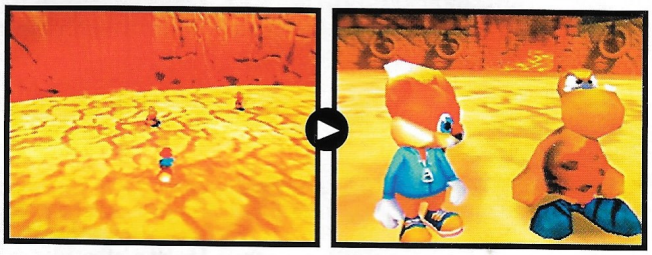
HELPFUL HINT: Without proper obedience training, Mesozoic creatures will practice little to no discretion in what or whom they eat. Should accidental ingestion occur, induce vomiting and call a physician.

Not all encounters with dinosaurs guarantee a Yabba-Dabba-Doo time.

"Battle on" is a gladiatorial call to arms oft heard within the coliseum, a grand site of heroic melees of which spectators bear witness to an expedited process of life as warriors transform from young boys into brave men and then, perhaps, dead corpses. Battle on, indeed.



STEP 1 Communication with Natives



The final destination of your jetboard travels will take you to the coliseum. Move your feet alternately in such a manner that you achieve a walking motion that takes you to the natives gathered by the large door.

STEP 2 Dinosaur-Mounting Preparation

Upon the releasing of the dinosaur, walk at an incredibly fast pace so as to "run" until you reach the central B Pad. While facing the prehistoric creature, press the B Button (using any of your handful of fingers) to hypnotize the dinosaur. Mount it once it has been wholly subdued.

B DINOSAUR HYPNOSIS

Dinosaurs have walnut-sized brains that I can easily influence. If I stand on a B pad and hit B while facing it, I can tame it through hypnosis so it'll be safe for riding.

⚠ CAUTION ⚠

• DINOSAUR FEEDING ZONE/DEATH POTENTIAL AHEAD

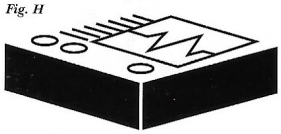
Unless its mind is conditioned to think otherwise, a dinosaur will devour anything in sight. DO NOT feed dinosaurs by playing in or around their mouths.

STEP 3 Dinosaur Riding and Navigation

While mounted atop the dinosaur, guide it into natives to make it capture one within its mandibles. If armed natives are in the immediate vicinity, ride with your mouth full to safety and solitude before swallowing—an activity activated by the activation of the Z Button.

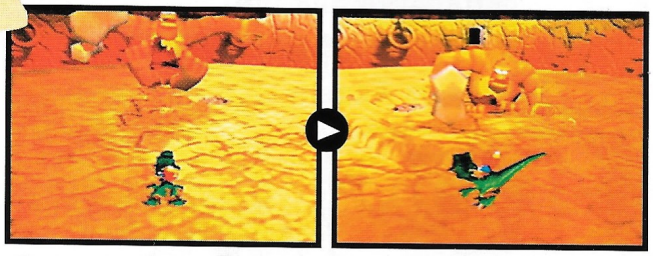
It's like a dino buffet!

Fig. H



Imperfect by nature, earthquakes occur because of many faults.

STEP 4 Avoiding Seismic Danger



After every native has been disposed of orally, the voluminous cave dweller will displace himself so as to enter the arena. Due to his immensity, every jump the Brobdingnagian makes will cause a seismic wave to radiate from his point of impact. As the ripple of terrestrial disruption approaches, press the A Button to jump over it.

Someone's got a bone to pick...

STEP 5 Emasculation via Aggressive Frontal and Abaxial Mandibular Contact

As the cave dweller raises his primitive weapon to strike you, charge his frontside and press the B Button to seize his groin region with the mouth region of your dinosaur. As the emasculating pain overcomes your rival, circle to his rear and press B again to seize a gluteal portion, then repeat the process (see previous sentences).

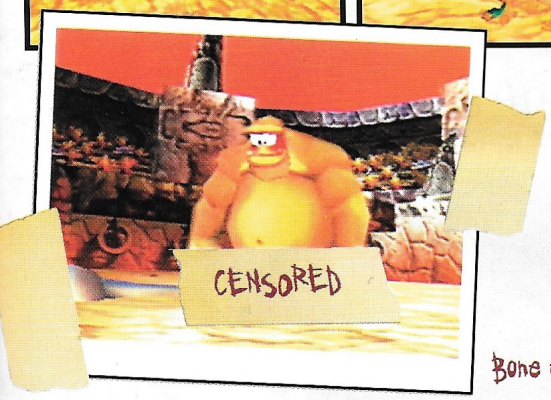
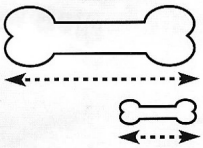


Fig. I



"It's not the size that counts" is a popular joke among women.

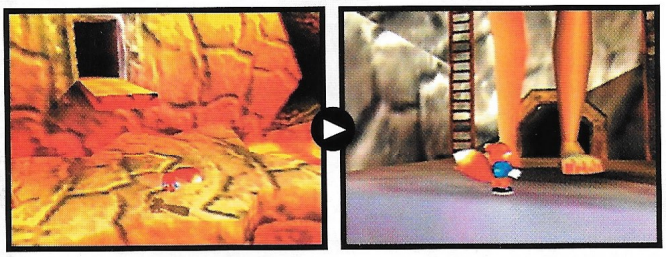
Bone envy, anyone?

⚠ CAUTION ⚠

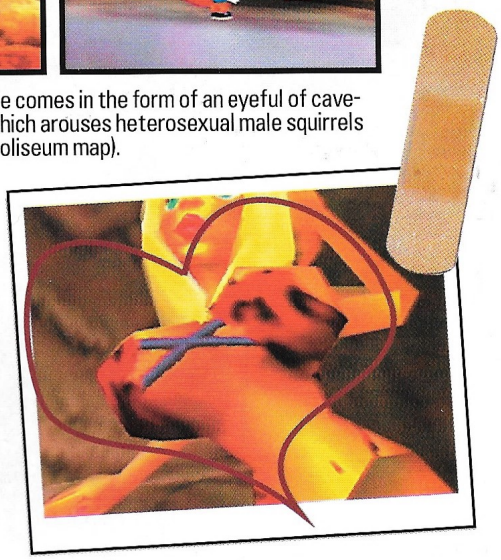
• SEVERE SEISMIC ACTIVITY

Due to the absence of convenient doorways, there are no safe places to stand when caught in a quake zone caused by the jumping Neanderthal. Avoid contact with seismic activity by leaping over the affected ground.

STEP 6 Callipygian Spoils of War

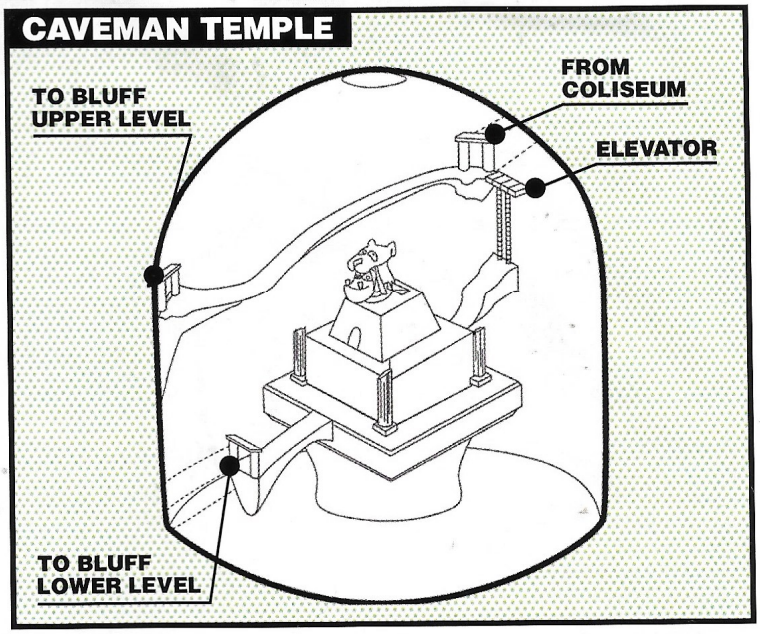


The prize for a victorious battle comes in the form of an eyeful of cave-woman cleavage. Seek that which arouses heterosexual male squirrels by exiting to the throne (see Coliseum map).

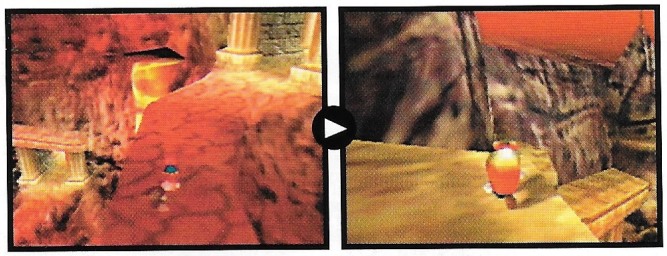


Awoogah! Awoogah! I think I'm in love!!! That's the most incredible thing I've ever seen! And the one on the left is pretty nice, too!!!

CAVEMAN TEMPLE

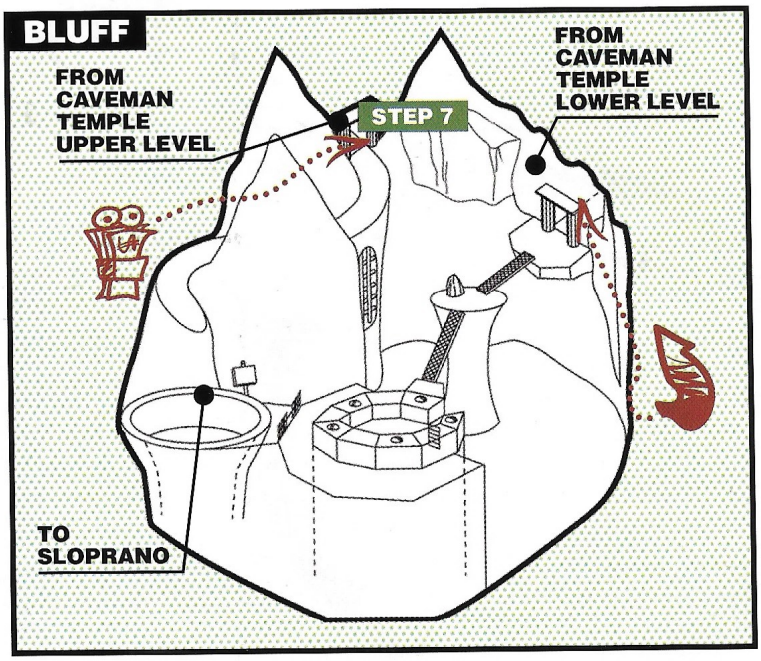


STEP 7 Finding Your Money Shot



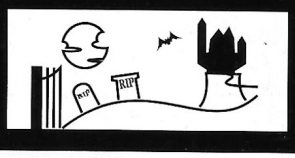
Left to find some other means to nurse your squirrel arousal, pursue pleasure in financial gain. Exit to the Bluff Upper Level (see map) for a monetary prize, then dive into the pool leading to Sloprano (see map).

BLUFF



Grab the cash and exit through Sloprano to Windy. See (10) In Windy: Section 2

SECTION 7 SPOOKY



PARANORMAL PHENOMENA IN THE EVERYDAY EXPERIENCE

IMPORTANT PRECAUTION! When near a glowing hell mouth—in the form of an open doorway, television screen, etc.—remember to step AWAY from the light. If you are trapped in another dimension—populated by spirit beings, demon warriors, etc.—step INTO the light.

Paranormal studies is not just for graduate students and disturbed teenagers anymore. Anyone with a strong stomach and a shotgun can enter the intriguing world of corpse reanimation and vampirism. If you are having difficulty communing with the spirit world, try walking into a small cavern fed by a creek (see page 32).

SPOOKY SCHEMATIC

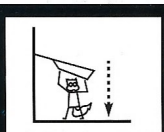
⚠ CAUTION ⚠

- **WATER CAN CAUSE DAMPNESS AND DROWNING**
  A large volume of water is a suitable medium for swimming, but swimmers should exercise caution underwater, as they cannot breathe there.
- **UNSTABLE UNDERGROUND ROCK FORMATIONS**
  Beware falling rocks, but don't necessarily exercise caution, as falling rocks are likely to occur only in cinema cut-scenes.
- **PERSONIFICATION OF DEATH**
  Death is a small, animated skeleton named Gregg. Extended exposure to Death can result in insults and a "Game Over" cinema cut-scene.

1

7.1 ENTERING VALLEY OF DEATH BY FOOT

HELPFUL HINT: Most levers are connected to a central hinge or support known as "fulcrum." Moving the lever back and forth at the fulcrum is likely to cause some type of action to occur in the game.



Pulling a lever does not require leverage.

Before you can understand your own mortality, you must open all barriers to the world of death. The barriers are heavy doors that hold in the dark elements that want to destroy you. Once the doors are open, you can confront the threats one at a time, with a shotgun, as they come toward you.

STEP 1 Remove the Impediment by Depressing the Lever

Cemetery gates will impede your progress into the cemetery until they are opened. Enter a small opening in the wall—not the opening you exited to enter the immediate area, but a second opening—then walk forward to a ledge. Leap from the ledge to grasp and activate the lever, then exit to the area with the gates.

Hippie arms dealer!

2

7.2 METHODOLOGIES OF FEARING NO EVIL

HELPFUL HINT: You cannot fire a shotgun until you are holding it in your hands. Press the B Button to hold the shotgun in your hands before you attempt to kill zombies.

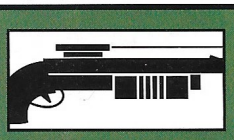
Death reaps first, asks questions later.

STEP 2 Acquire the Shotgun

It is not advised to proceed into the cemetery without a firearm. Consult Death on your way back to the cemetery entrance after you've pulled the lever. Death will provide you with a pump-action shotgun and important instructions on its use.

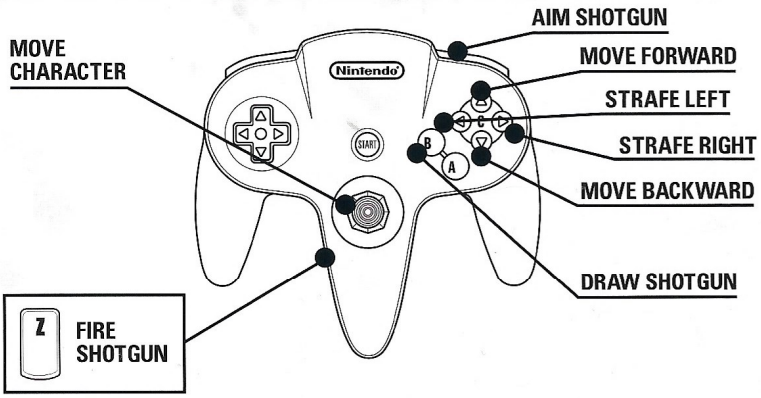
Bring on the BLOODBATH!

THE SHOTGUN



OPERATING PROCEDURES

The shotgun is a double-barreled firearm modified for the purpose of killing zombies. The barrels and stock have been sawed off, allowing small mammals to use the weapon. A laser sight can be used by incompetent marksmen.



LASER TARGETING

To use laser targeting, hold down the R Button then depress the Z Button. A red laser beam will illuminate your target. Release the Z Button to fire.

3

7.3 UNDERSTANDING THE UNDEAD

HELPFUL HINT: Try not to miss with your shotgun when a zombie is rushing toward you to devour your flesh. It is usually better to destroy the zombie before it reaches you.

Note: Burial is quality "me" time.

The undead are similar to the living, with a few critical differences. First, the undead are not living. They are, in fact, supernatural zombies. The undead's habit of consuming living flesh is another important difference. Thirdly, you may kill the undead because they are dead.

STEP 1 Recognizing Zombies

The first step toward interaction with the undead in the Spooky Graveyard is correct identification. If a decomposing squirrel emerges from a grave, it may be a zombie. Use techniques such as running and jumping to maintain a healthy distance from the alleged zombie.

Whassat smell?

My bloody relations are popping up again. Not a peep out of them for decades, then they all want a piece of me.

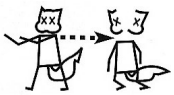
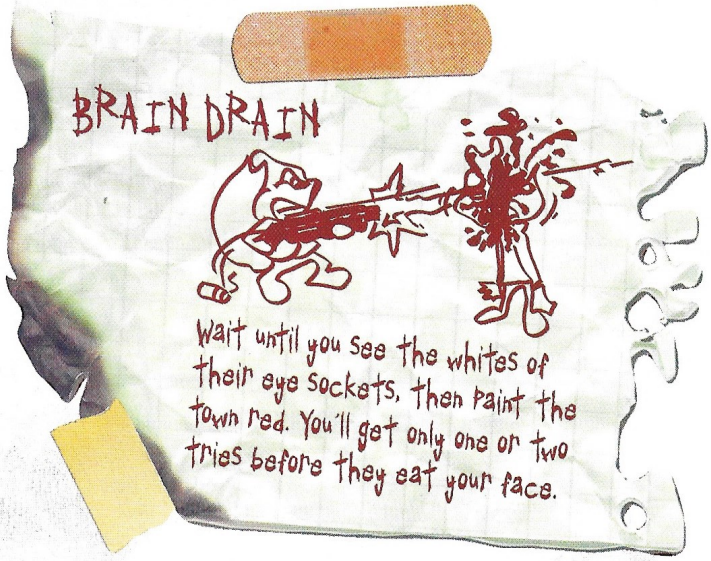
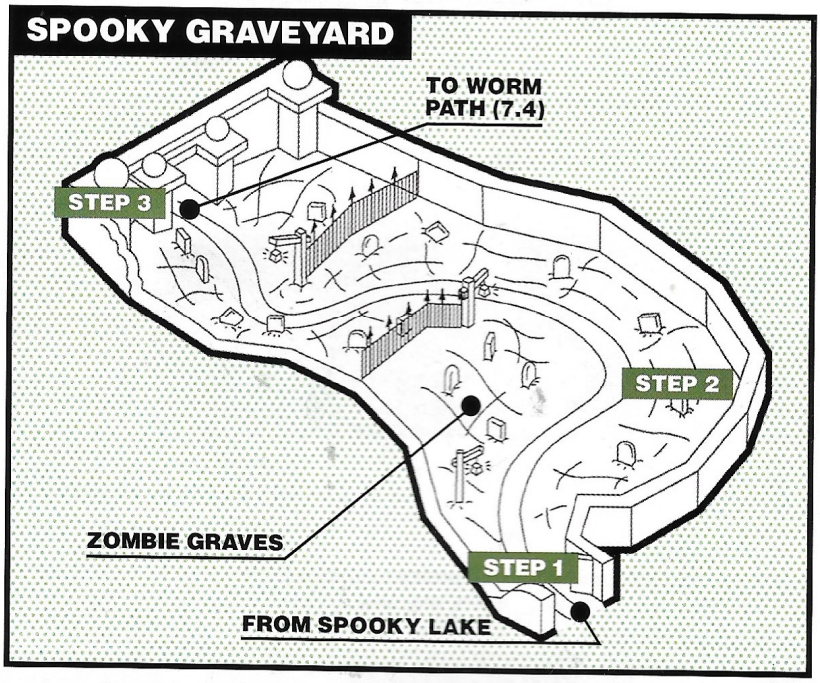


Fig. A
Note: Zombies are far less threatening after you remove their heads.



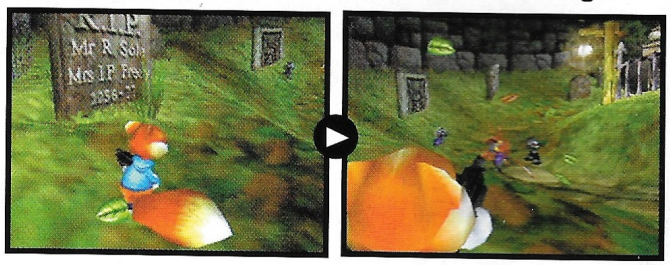


⚠ CAUTION ⚠

• ZOMBIE ATTACKS CAN DEPLETE FLESH

Squirrels caught in a zombie's grasp may be subject to disfigurement, blood loss and flesh depletion. Victims can escape the undead by repeatedly hitting the A Button. However, avoidance is the recommended strategy.

STEP 2 Apply Force with the Shotgun



Find a defensible position—such as on top of a tombstone—then aim your shotgun at the head of the nearest zombie by simultaneously depressing the R and Z Buttons. Releasing the Z Button will distribute a shell. Repeat the process 11 times.

STEP 3 Seek Counsel with Death

After you destroy a sufficient number of zombies in the graveyard (see Step 2), the Grim Reaper will materialize to commend your marksmanship and grant you forward progress. REMEMBER: Zombies must be decapitated before they are considered destroyed.

EVICTED EVIL!

4

7.4 EVADING WORMLIKE SKELETONS

HELPFUL HINT: Like their living counterparts, skeletal worms tend to attack with their heads. If you want to avoid their attacks, then you should avoid their heads.

Note: Actual worms have fewer bones.

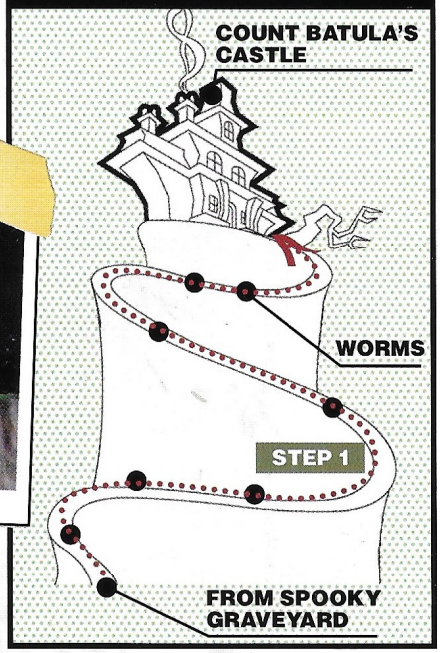
The path to family reconciliation can be long and painful. The pain is usually administered by skeletal worms that spring from the path as you walk upon it. Visualize your path before you embark on your journey of discovery (see map).

STEP 1 Practice Vertical Avoidance

Worms can make forward progress difficult when they emerge from the ground to attack you. Active avoidance is the prescribed method for completing your journey. Try this effective maneuver: a vigorous leap, followed by a Helicopter around the worm. It may be necessary to Helicopter off the path then back onto it again.

Hope I'm not imposing.

WORM PATH TO HOUSE



5

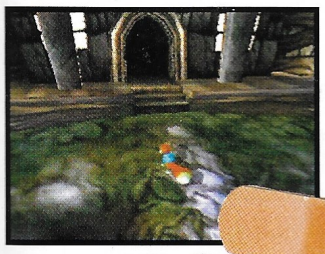
7.5 APPLIED GENEALOGY

HELPFUL HINT: When a cinema cut-scene begins, it is often a cue to stop manipulating your Controller. Try watching the cut-scene to learn important plot information that may help you with game play.

When a man loves a woman, it often results in a vampire.

You can learn much about yourself through the careful study of your ancestral bloodlines. For example, if one of your ancestors is condemned to eternal damnation as a vampire, he can give you firsthand information about your family history. Avoid prolonged contact with his fangs.

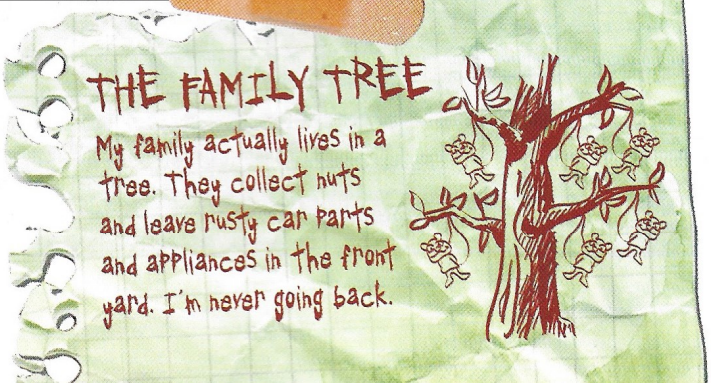
STEP 1 Enter Your Ancestral Home



After completing the journey to the large home on top of the hill, you'll have two options: a) enter the home through the open door; or b) do not enter the home and stop playing the game. The recommended option is to continue playing the game.

Fig. B
Note: Vampires tend to finish long stories with an attempted felony.

Is his butt on his head?



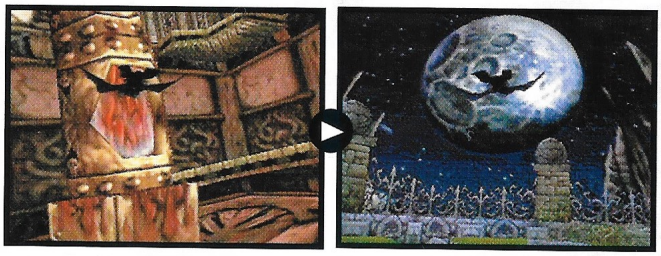
7.6 VILLAGER RETRIEVAL AND DISPOSAL

HELPFUL HINT: Airborne movement, or "flight," is possible through the flapping of wings. Remember to keep flapping your wings if you want to stay in the air.

Bats carry rabies and assorted villagers.

Transformation into a new species can result in disorientation and altered button functions (see diagram). If you discover that you have been transformed into a bat, try to maintain emotional well-being. You will re-transform after completing an arbitrary task.

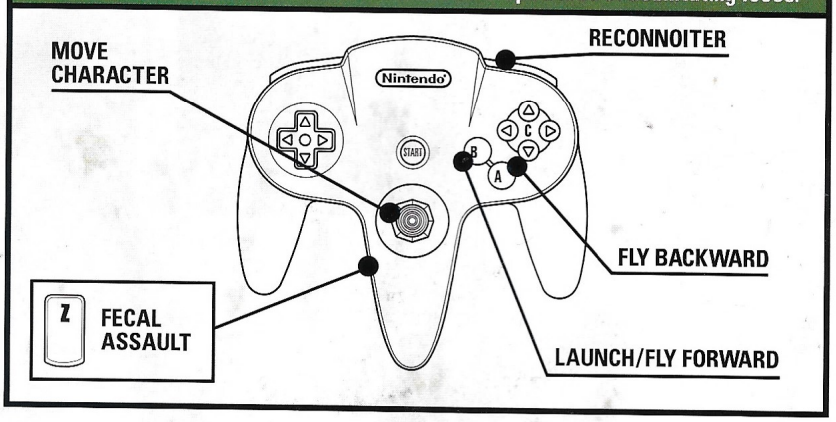
STEP 1 Adapting to Flight



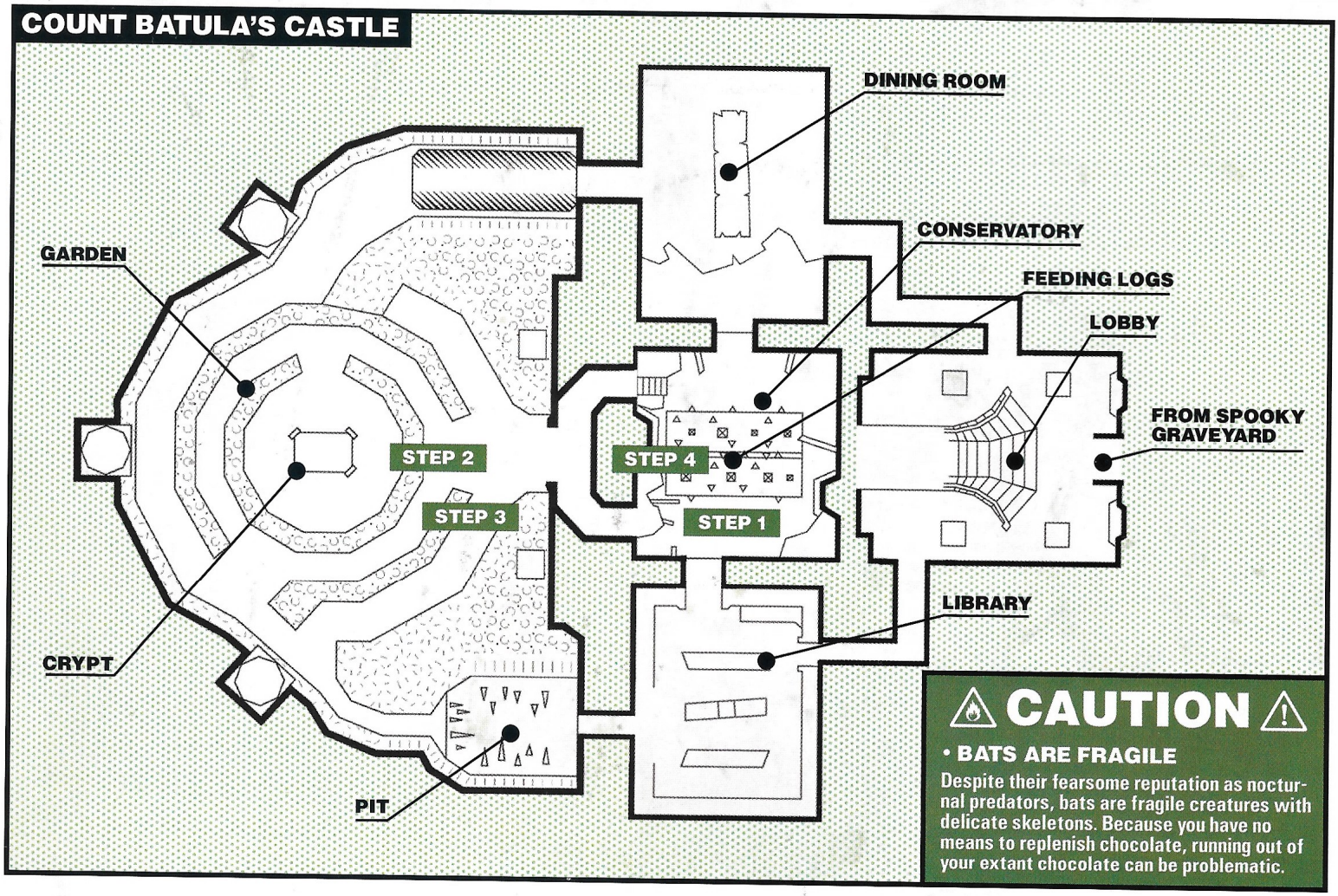
Whereas you walked during the period of your squirrelhood, transformation into a bat necessitates flight as the primary travel method. Press B to launch yourself into the air from your stationary, post-cinema position. Begin to explore Count Batula's Castle.

BAT CONTROL OPERATING PROCEDURES

Bats are nocturnal mammals with special Controller needs. The A and B Buttons, normally reserved for attacking and jumping, are reassigned to handle the bat's backward and forward movement. The Z Button drops a load of debilitating feces.



COUNT BATULA'S CASTLE



⚠ CAUTION ⚠

• BATS ARE FRAGILE

Despite their fearsome reputation as nocturnal predators, bats are fragile creatures with delicate skeletons. Because you have no means to replenish chocolate, running out of your extant chocolate can be problematic.

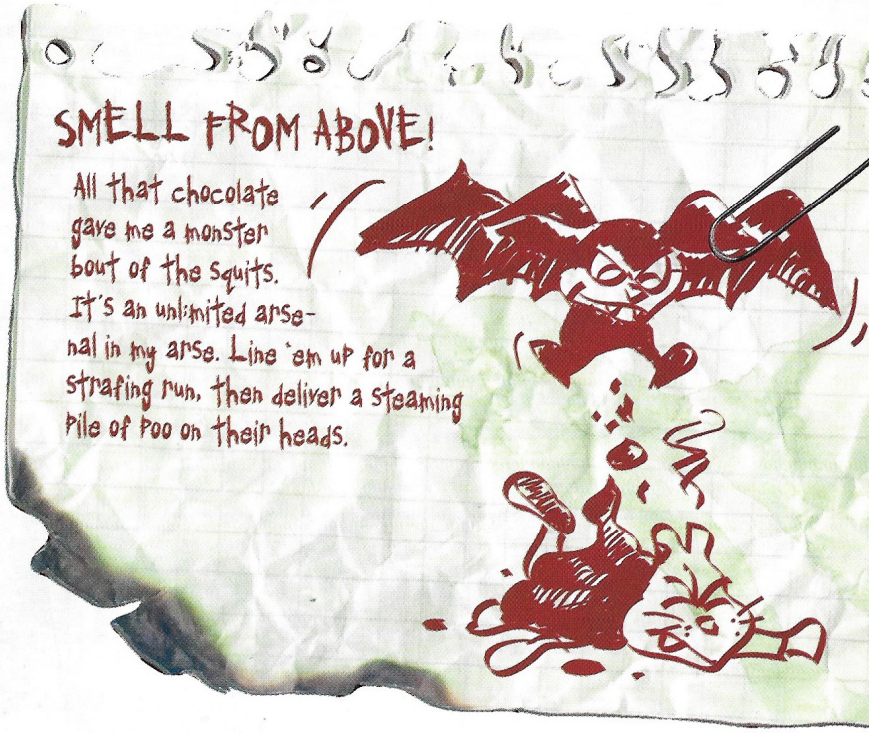
STEP 2 Initiate Echolocation

You may notice rings radiating from your character as you fly. Your game is NOT malfunctioning. The rings represent sound waves that bats use to find their prey—a process called echolocation. When the rings appear, a villager is nearby. Try harvesting the garden.

Bat boy puts me in mind of a tick I found in my fur one time.

Fig. C
Caution: Liquefying villagers is a morally ambiguous task.

IT TAKES A VILLAGE!

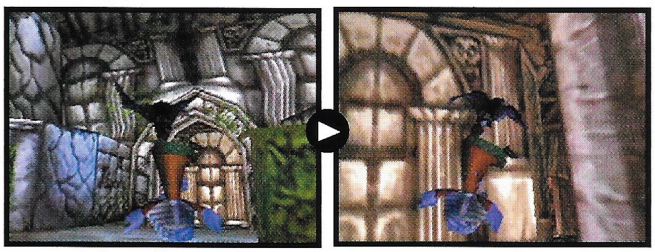


⚠ CAUTION ⚠

• PUNCTURE HAZARD

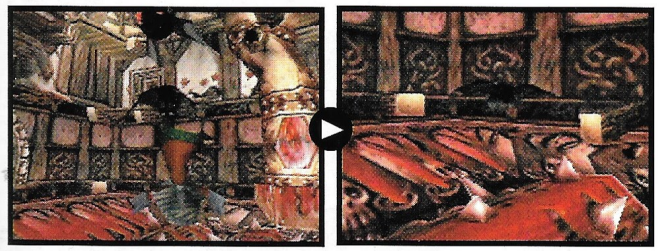
Villagers are often equipped with wooden stakes. When hurled through the air, the stakes represent a serious threat to chocolate retention.

STEP 3 Transporting Villagers

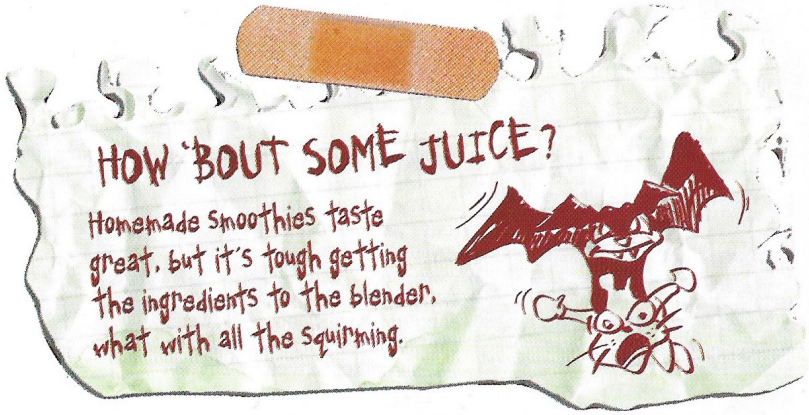


After incapacitating a villager with feces, decrease your altitude until you can grab your victim with ease. The captured villager will increase your weight and wind resistance, forcing you to compensate for the change by manipulating your Control Stick.

STEP 4 Liquefy Villagers



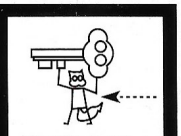
The tedious process of liquefying villagers can be streamlined through the use of a grinder. The large mechanism in the mansion's central room forces blood through a feeding tube. Simply hold villagers over the grinding wheel until they fall in. Repeat as necessary.



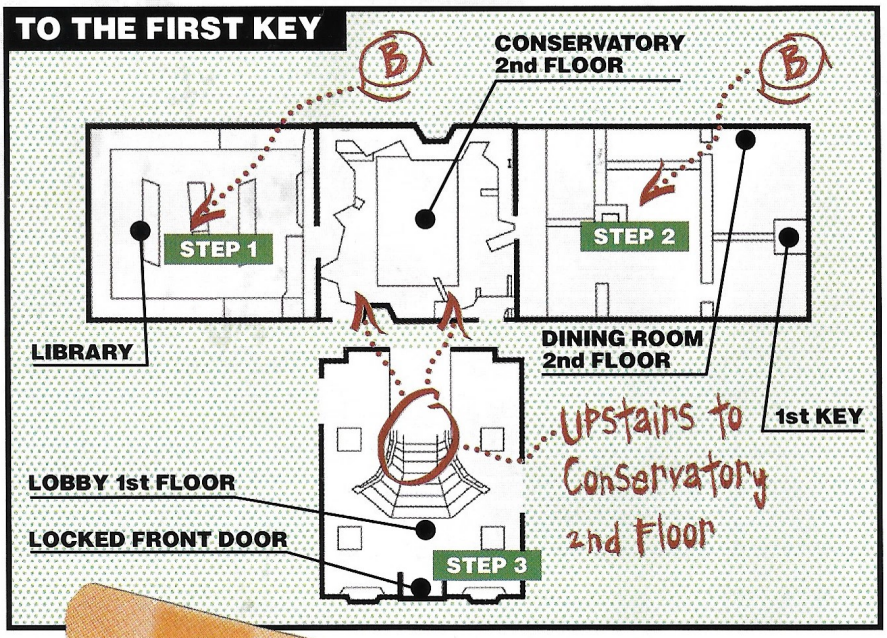
7

7.7 RECOVERY TIPS FOR FORMER BATS

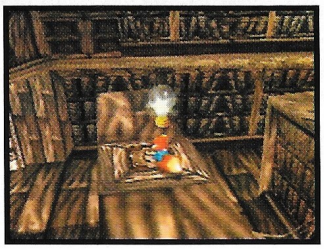
HELPFUL HINT: Keys are only as good as the locks they open. If you want to open doors, be sure to carry keys to their corresponding locks. A key will not open the door by remote control, unless it is a remote control key.



For the former victims of vampirism, recovery can seem like imprisonment in a gothic mansion. You must find the three keys to escape the torment. Finding the keys is a long process filled with pitfalls. You must remain vigilant in your search, or you'll have to begin anew.

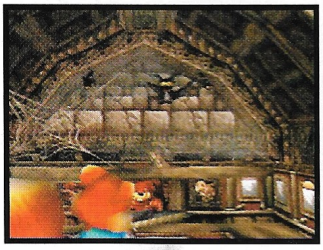


STEP 1 Exterminate Library Pests



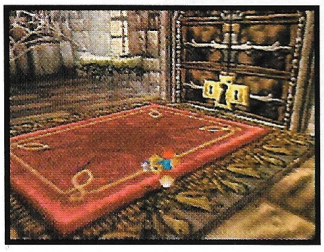
The B Pad in the library is represented by a large "B" on top of the middle bookshelf. After activating the pad, wait for bats to approach you before shooting them with the crossbow. Use the approved aiming and firing procedures for shotguns when using the crossbow (see page 67).

STEP 2 Debat the Dining Room



Repeat the bat extermination tactics from Step 1 while standing on the B Pad on a beam above the dining room. After the bats are exterminated, you will be able to recover a key on a platform against the far wall. Note: Zombies near the entrance can impede progress.

STEP 3 Initial Key Insertion



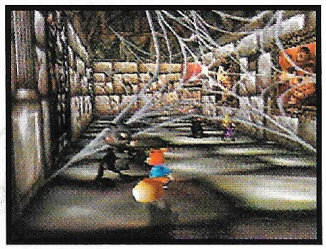
You will be unable to utilize your weapon during the critical key insertion phase of the door opening process. It is incumbent upon you to AVOID ANY CONTACT with zombies while in a weaponless state. When the first of three keys is inserted, there will be two remaining empty keyholes.

⚠ CAUTION ⚠

• SWOOPING BAT HAZARD

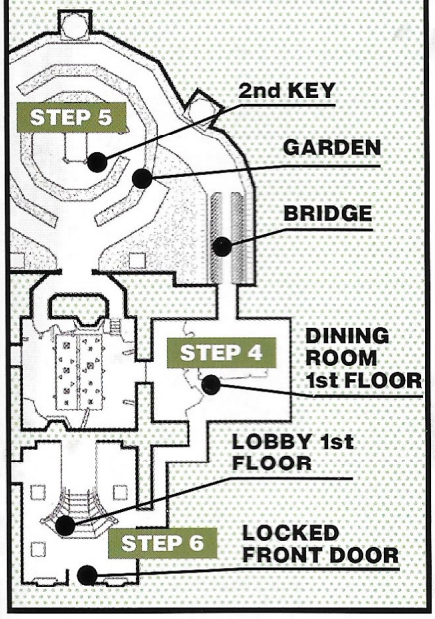
Vampire bats are known to assault pedestrians on top of bookshelves and narrow ceiling joints. They attack with their pointy fangs.

STEP 4 Navigate a Dangerous Corridor

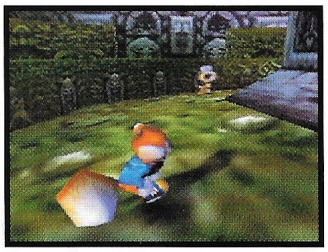


A zombie-filled corridor is the only route you can take to the second key in the garden labyrinth. Try using running and jumping as evasion tactics. Deadly force is another option. If you choose to use the shotgun, exercise the zombie elimination tactics outlined in Section 7.3 (page 68).

TO THE SECOND KEY



STEP 5 Recover the Second Key



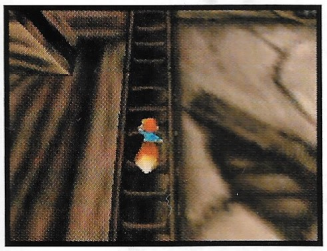
A second key is located beside a tomb that occupies a central position in the garden. Access the garden after crossing a platform that will rise into place after insertion of the first key (see Step 3). Eliminate zombies prior to recovering the second key.

STEP 6 Secondary Key Insertion

Just as you inserted the first key in the front door (see Step 3), you will also need to insert the second key. If you choose not to eliminate zombies in the zombie-filled corridor on your way to the second key, then you will need to evade them during your trip back to the front door.

My ancestors ate only things that had parents, and sometimes they'd eat the parents, too. That's why I like my steaks bloody, thank you.

STEP 7 Ascend the Ladder



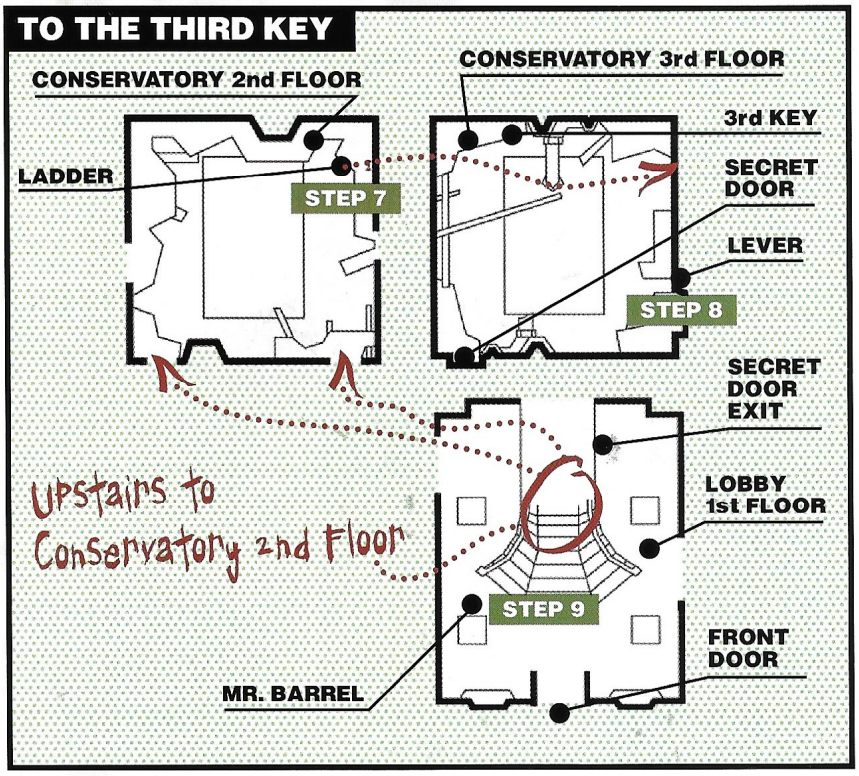
The second key insertion will release a climbable ladder in the conservatory that you can use to ascend to a platform. There is chocolate on the platform that you may or may not want to consume, depending on the state of your health.

STEP 8 Pull and Release the Lever

DO NOT proceed to the key on a nearby platform. Instead, leap to the platform on the other side of the ladder. Move along the wall until you find a large lever. Jump to pull the lever, opening a door that will allow you to carry the third (final) key to the door.

MR. RED, IN THE CONSERVATORY, WITH A SHOTGUN

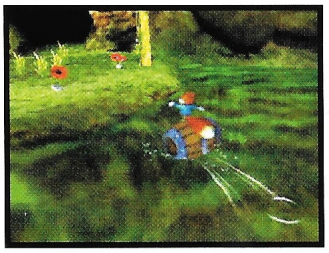
TO THE THIRD KEY



STEP 9 Descend the Narrow Path

Mount Mr. Barrel in the lobby and exit the castle. To descend the narrow path on Mr. Barrel, follow the barrel locomotion guidelines detailed in Section 2.10 of the manual (see page 32). If you complete the barrel-assisted descent correctly, you will reach the bottom of the path.

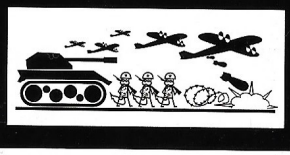
STEP 10 Utilize Barrel Buoyancy



Navigation through a strong current is impossible without the aid of a buoyant object. The barrel you are standing on is a buoyant object. Maneuver the barrel against the current until it smashes against dry land. Exit to Hungover.

SEE (3) IN HUNGOVER: SECTION 1... THEN HEAD BACK TO WINDY

SECTION 8 IT'S WAR

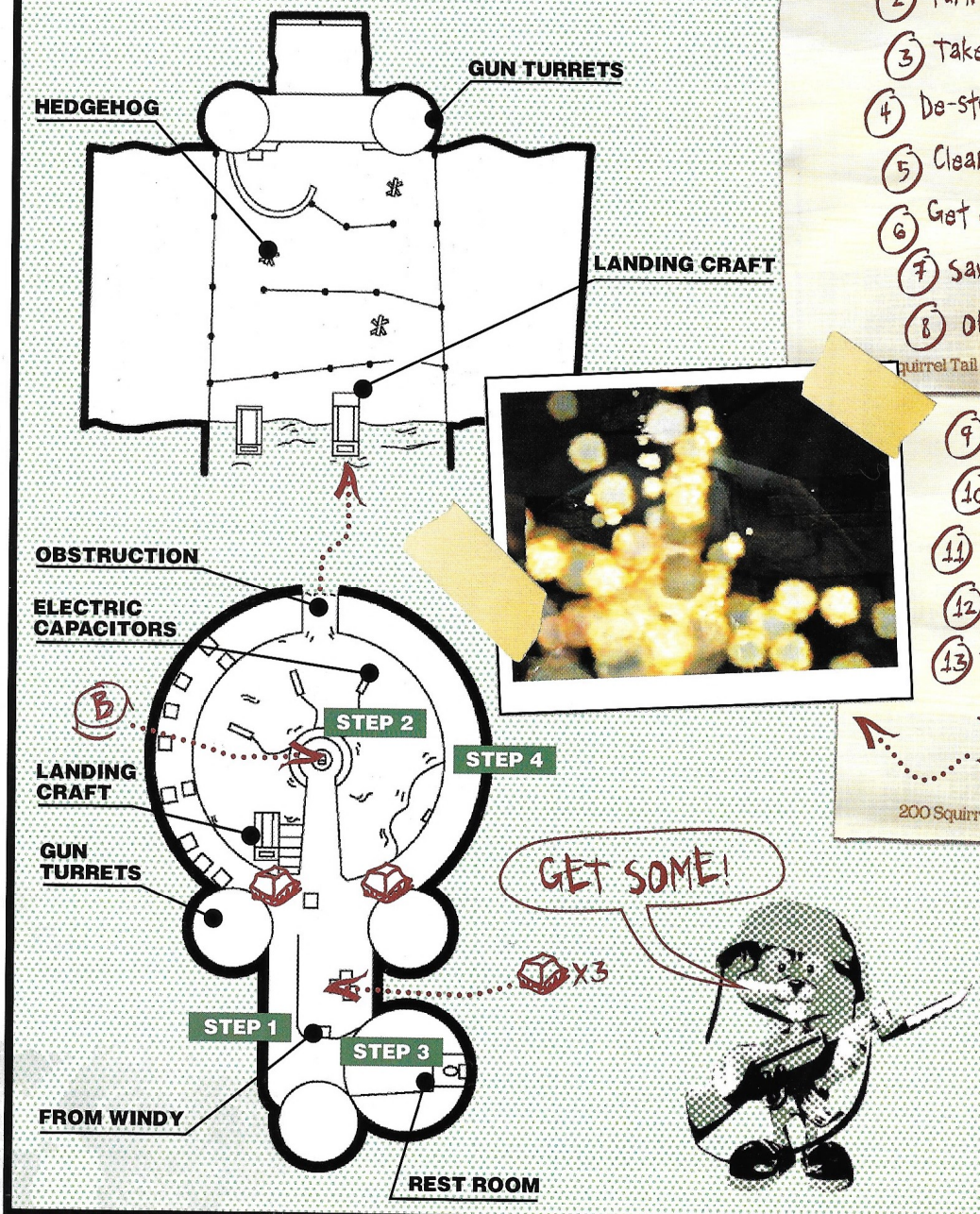


COMBAT TACTICS OF THE MODERN SQUIRREL INFANTRY

IMPORTANT PRECAUTION! War is an extremely dangerous activity that can result in one or more of the following injuries/conditions: bullet wounds, severed limbs, fatal burns, decapitation, asphyxiation, chafing, trench foot, typhus, toxicosis, sy[illegible] bisection and PTSD.

All gray squirrels are honor-bound by the creed of the Squirrel Infantry to defend the interests of brother and sister rodents against any threat, foreign or domestic. When the squirrel way of life is threatened by plush toys, even the lowliest red squirrel must take up arms to defend his kind.

IT'S WAR SCHEMATIC



The Cock Pfalker

THINGS I GOTTA DO:

1. Go to signing-up station & sign up
2. Turn on power and clear harbor
3. Take a walk on the Beach
4. De-stuffify the dirty Tediz
5. Clear out the creepy hospital-type room
6. Get on the chain gun, use it
7. Save Private Milquetoast
8. Open Door with Bazooka

[illegible]quirrel Tail Road · Serving 'Hair of the Dog' every night!

9. Get tanked, drive tank to hole
10. Blow up annoying submarines
11. Punish naughty little girl, large friend
12. Do the laser limbo
13. Take another walk on the beach

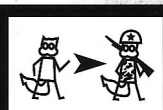
The flight data recorder confirmed that this was a bad landing.

200 Squirrel Tail Road · Serving 'Hair of the Dog' every night!

⚠ CAUTION ⚠

- **BULLETS**
  Beware of fast-moving projectiles known as "bullets" that are found on battlefields. DO NOT attempt to catch a bullet unless you are in a martial arts movie.
- **EXPLOSIONS**
  Explosions are beautiful but deadly! The bursts of metal, heat and light are often caused by the premeditated ignition of powerful chemicals in a projectile.

8.1 LEARNING TO BE ALL YOU CAN BE



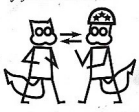
Note: A dork in a uniform is still a dork.

HELPFUL HINT: There is often confusion over the use of the word "mine." When the word "mine" is mentioned below, the text is referring to a LAND mine—an explosive device that can kill you, not a pit with gold inside of it.

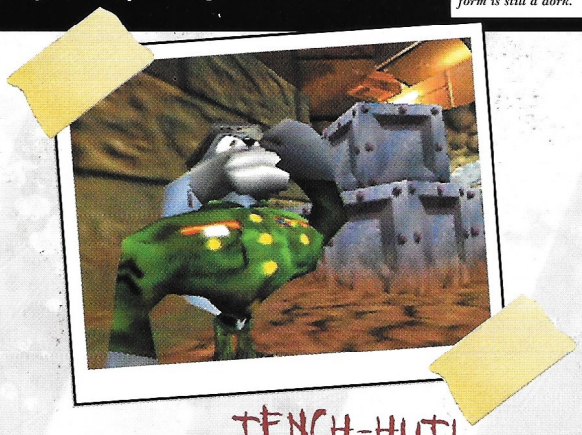
STEP 1 Overcome the Barbed-Wire Barrier

After reentering the Windy Area, you will be confronted by the barbed-wire barrier, but a close inspection of the area beyond the barrier will reveal an open door that had formerly been closed. Enter the door and speak to the noncommissioned officer.

Fig. A
Note: Other soldiers may tell, even if you don't ask.



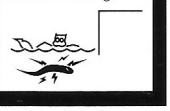
I've always been a conscientious objector. I particularly object to bullets and bombs hitting my furry little body.



TENCH-HUT!

8.2 EXPLOSIVES HANDLING SAFETY TIPS

Note: An electric eel's problems cannot be solved with a hug.



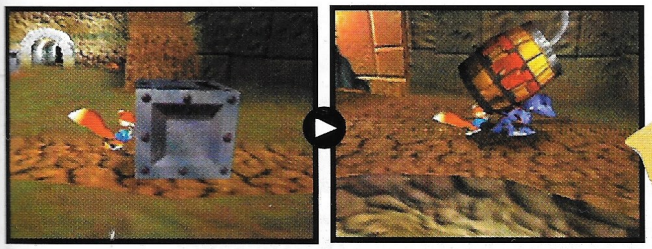
HELPFUL HINT: Do not wait for the explosives bearer to exit the predicted blast radius before detonating the explosive. You are playing a game, so the character isn't real. There is no actual danger, as there would be in the real world.

Explosives transportation is among the more satisfying jobs in today's army. Promising new recruits are often singled out from the less expendable soldiers to carry this burden. If you think you have what it takes, press B in front of the rest room door.

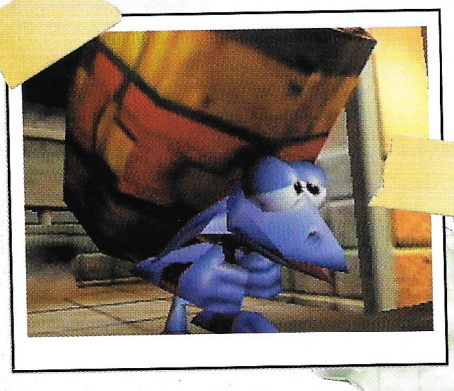
STEP 2 Utilize Natural Power Source

Power activation is a simple matter of charging underwater capacitors with a high-voltage electric eel. To begin the charging process, you should swim through the loop-shaped capacitors. If you begin the procedure properly, the eel will attempt to kill you and charge the capacitors as it follows you. Note: DO NOT let the eel kill you.

STEP 3 Check Descent of Explosives

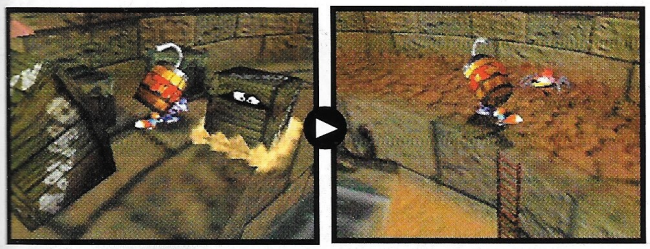


A ready supply of explosives-laden Goblings can be found in the rest room. As you will not be able to halt a Gobling's forward progress manually, precautionary measures must be taken prior to a gobling's ramp descent. Push a block into place at the base of the ramp.



What is your major malfunction, Private Pyle of Poo? I have flushed turds with more potential down the toilet!

STEP 4 Avoid Dangerous Obstacles



Locate the positions of obstacles—such as mines and boxes—on both routes around the harbor before attempting passage with explosives. Avoid the obstacles. To destroy the airplane, you will need to position explosives on either side of the plane then shoot them with a catapult.

Fig. B
Beware: Boxes are supernaturally animated in video games.

B FIRE IT UP!

If I stand on the B thingie in the center of the harbor, I can launch flaming wads at the fuses of the bombs. Rest in pieces!

3

8.3 PERFORATION AVOIDANCE HINTS

HELPFUL HINT: Soldiers who stand out in the open are more likely to suffer bullet and shrapnel wounds than their counterparts who stay under "cover." "Cover" is anything that deflects bullets and shrapnel.

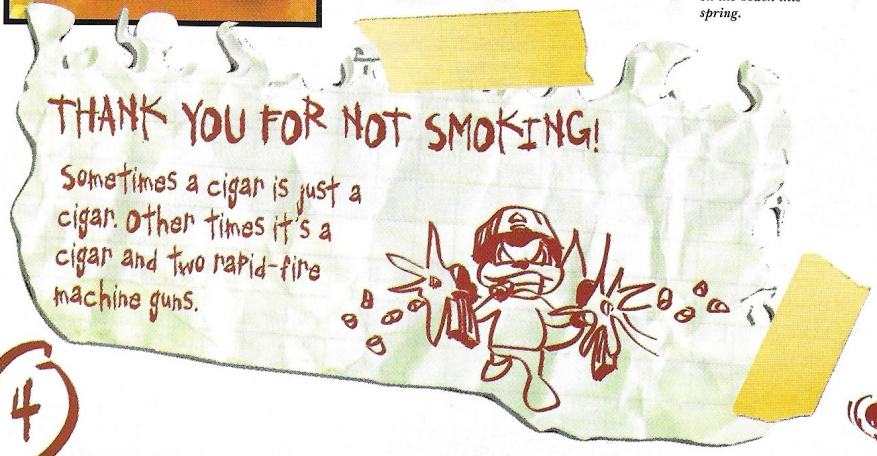
Reminder: Never get out of the boat.

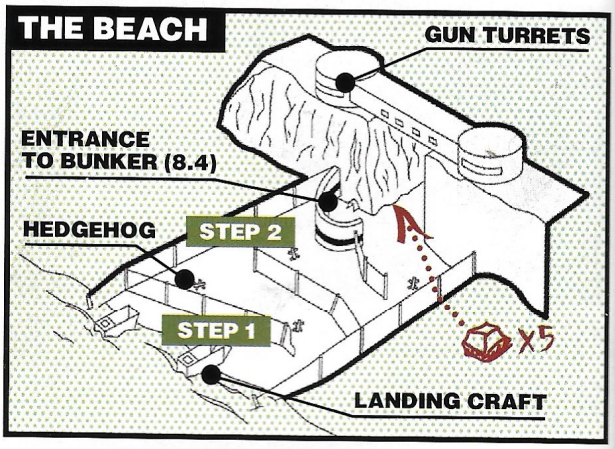
Travel to new and interesting places after you join the squirrel infantry. Landing on a heavily defended beach, for example, offers a unique combination of personal growth and service to squirrelkind.

STEP 1 Evade Machine Gun Fire

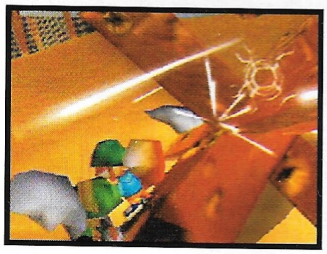
Note the distinctive features of the beach. Barbed-wire fences prevent direct progress to the bunker door. You must proceed in a serpentine path while avoiding the crossing patterns of machine gun fire. The recommended approach is to run as fast as you can.

Fig. C
Olive drab will be what they're wearing on the beach this spring.





STEP 2 Utilize Steel Hedgehog



Note the large steel tripods on the beach as you make your way to the bunker door. Known as "hedgehogs," the defensive barricades can also be used as cover during an assault. Hide under the hedgehog, wait for a lull in the gunfire, then proceed to the next hedgehog.

4

What is it good for?

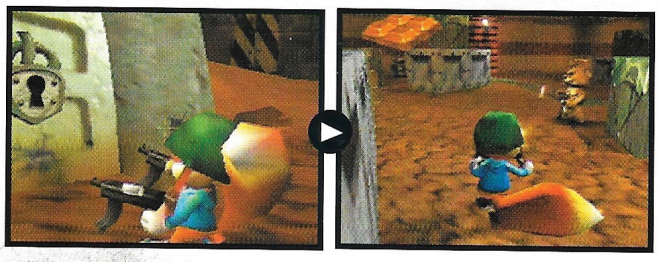
8.4 TACTICS FOR FIGHTING PLUSH TOYS

HELPFUL HINT: Continually firing your guns can result in a loss of ammunition. If you are forced to reload at an inopportune moment, you may be left vulnerable to enemy attacks. Reload whenever possible to avoid vulnerability.

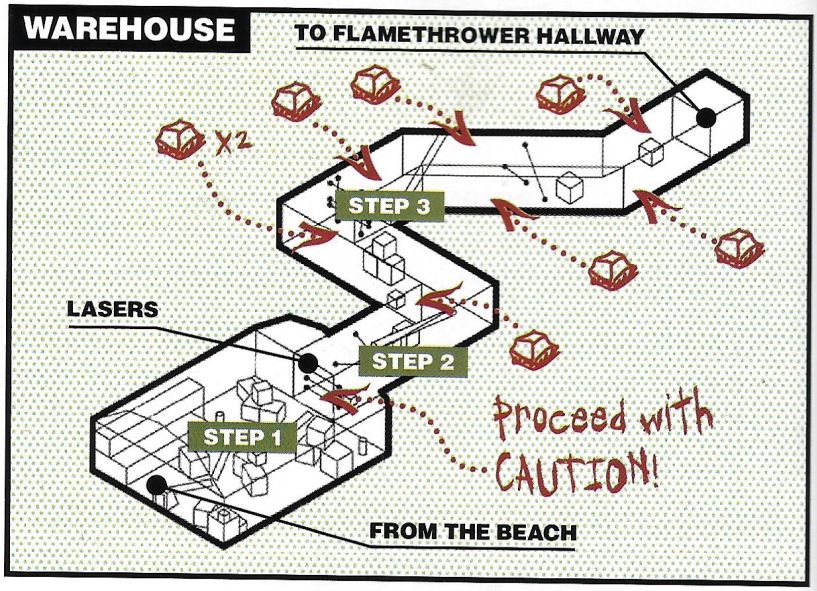
The cute may not inherit the earth.

Know your enemy. The distinguishing characteristics of Tediz include one or more button eyes; soft, washable synthetic fur; a bolt-action, repeating rifle with attached bayonet; and easy-grip foot pads.

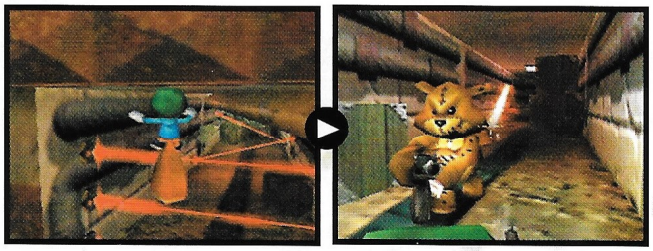
STEP 1 Enter Close Combat Area



As you do not have keys, entry through a padlocked door will require force. Once inside, take up a defensible position, then use your machine guns (see "Machine Guns Operating Procedures") to eliminate Tediz. Begin by shooting the sniper on top of the boxes.

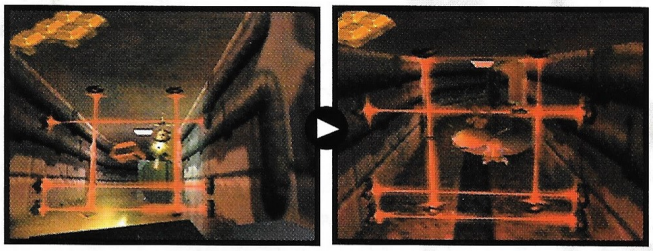


STEP 2 Vault Lasers and Kill Tediz

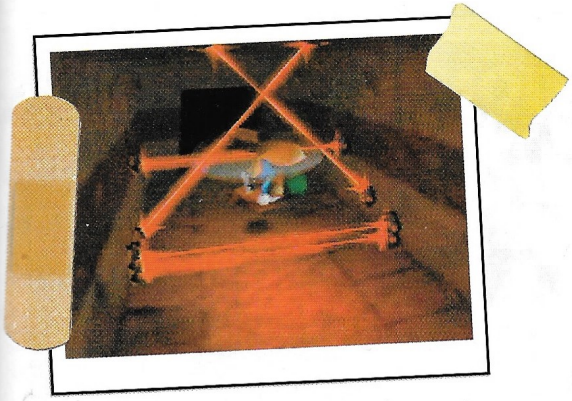


Holster your machine guns to maximize your leaping ability, then crouch, leap and Helicopter over the uppermost laser to enter a hallway. Cautiously move forward in strafing mode (see "Machine Guns Operating Procedures"), repeatedly firing bullets at Tediz until they stop moving.

STEP 3 Limit Ambush Effectiveness



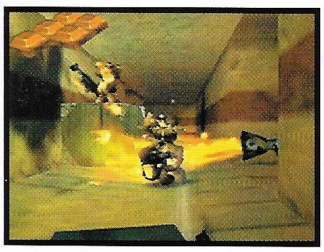
Tediz may make use of problematic obstacles to attack you when your defensive options are limited. Stay alert after a difficult jump through a square opening through intersecting lasers, as several Tediz will attack you. Note: If you die attempting the jump, don't worry about the Tediz.



I won't be Back

Fig. D
The sickeningly sweet smell of burning fur may indicate danger.

STEP 5 Avoid Incineration



The Tediz' defenses include Goblings armed with short-range flamethrowers—gunlike devices that "throw" a dangerous plume of flame at enemies. The Goblings use the weapons at regular intervals, allowing you to time your run past the danger zone. Warning: Keep your guns drawn at all times to defend against Tediz attacks!

⚠ CAUTION ⚠

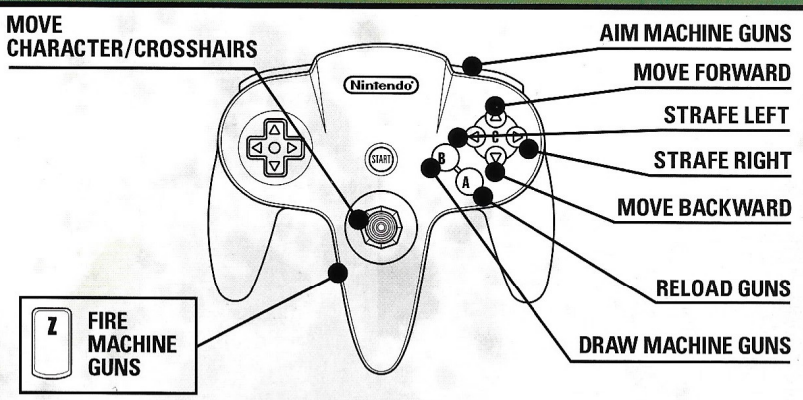
- **BURN HAZARD**

Flamethrowers can cause severe fur burns that may result in premature death or a loss of chocolate.

MACHINE GUNS

OPERATING PROCEDURES

Machine guns are firearms engineered to dispense a large volume of bullets when the user depresses the Z Button. Squirrel infantrymen often use two of the weapons simultaneously. The weapons must be periodically reloaded.



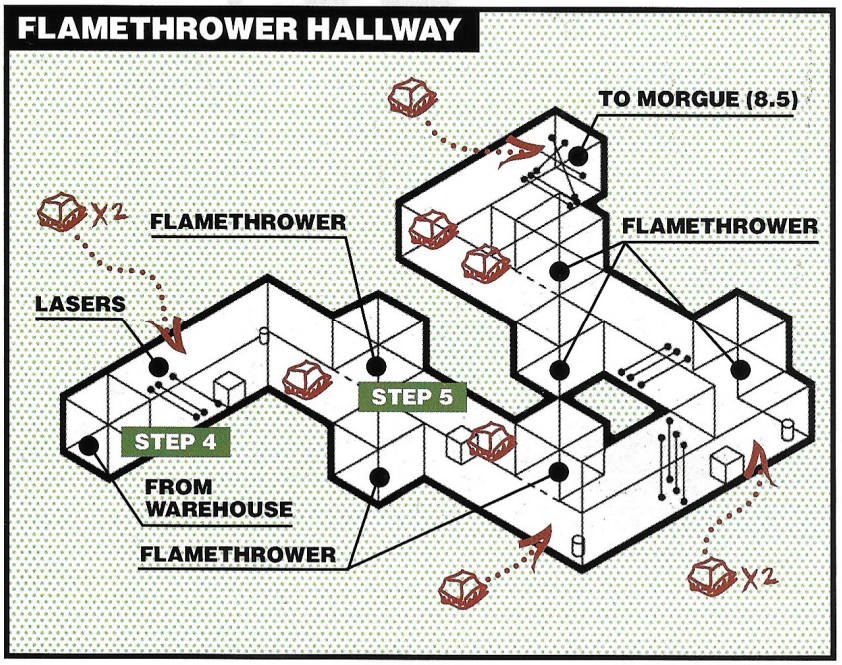
AIMING AND STRAFING

Depress the R Button to aim the gun. When R is depressed, you can position the targeting crosshairs with the Control Stick and evade enemy fire by using the C Buttons.

STEP 4 Stop Laser-Proof Tediz

Troubleshooting Tip: You can increase the likelihood of safe passage through the hallway by proactively engaging Tediz in battle after they drop down from ceiling panels. If you see a ceiling panel, you should assume one or more Tediz will drop from it to attack you. Note: Tediz appear to be unaffected by lasers.

FLAMETHROWER HALLWAY



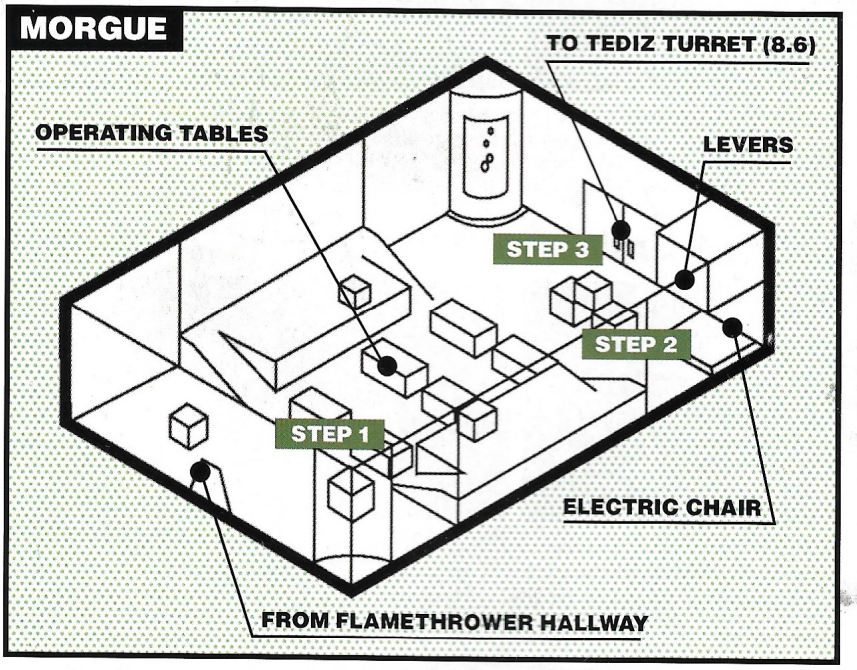
5

8.5 DEPOPULATE THE MORGUE

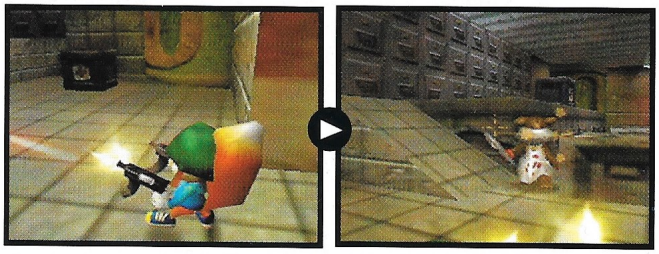
HELPFUL HINT: Experimenting Tediz can be a source of chocolate depletion. When faced with a group of scalpel-bearing Tediz, you are advised to keep your distance and fire upon them as they approach.

The whole is greater than the sum of its parts.

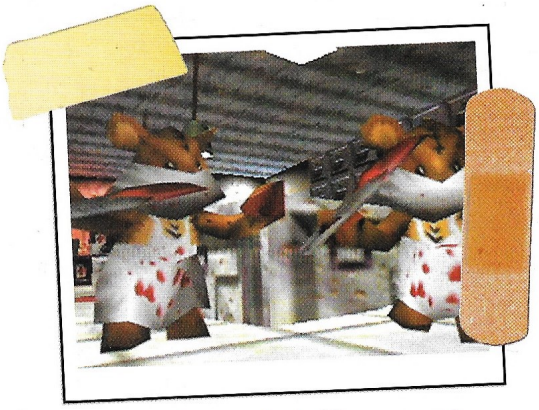
The morgue in a military hospital is often the last stop for battle-weary soldiers. Its cold slabs offer little comfort, but they do provide minimal cover during battles with Tediz. Remember to dispose of scalpels, syringes and other implements properly.



STEP 1 Dispatch Mad Scientists



The power of the mad scientist Tediz is in their numbers. They will throw scalpels if they get a clear shot. The recommended method of clearing away the Tediz is to stay far away from them, strafe with the left and right C Buttons and fire repeatedly.



I'm not sure what they're working on, but it can't be good.

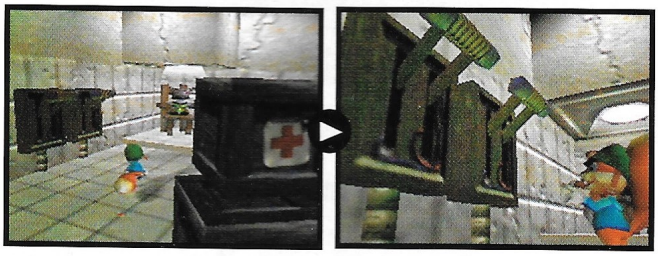
Fig. E
Some chairs can be uncomfortable, like electric chairs.

⚠ CAUTION ⚠

• ELECTRICAL CURRENT WARNING

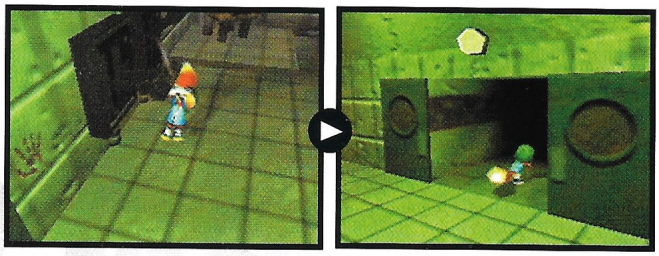
Electrical current, sent through a body at high voltage, can lead to great damage, or worse. One should be careful in the vicinity of live wiring.

STEP 2 Assist the Captured Rodent



After defeating the mad scientist Tediz, you will encounter a rodent that is wired for unpleasant results. You can pull the switch with good intentions, but things don't always work out as planned.

STEP 3 A Lesson in Wiring



After the first switch that you pull sends electricity through the circuit, there is no harm in pulling the second switch. The results will be far less dramatic and will lead to your escape from the laboratory.

UH-OH! WRONG SWITCH!!

Those switches should be labeled. I would say "surging blast of electric current" for one and "door" for the other.

8.6 ACQUIRE CONTROL OVER FIREARMS

HELPFUL HINT: A Tediz at a turret can be very dangerous indeed. The one way to stop the Tediz from firing is to take control of its turret. This can done by advancing to an area from which the Tediz can be fired upon.

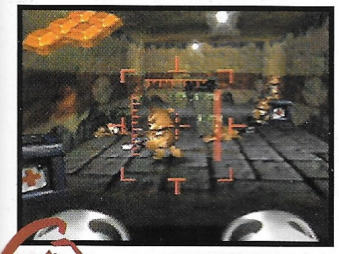
Two barrels are twice as threatening as one.

The Tediz at the turret must be dealt with in a calm and level-headed manner. Use boxes and pipes as cover as you approach a bazooka B Pad.

STEP 1 Attain Position and Firepower

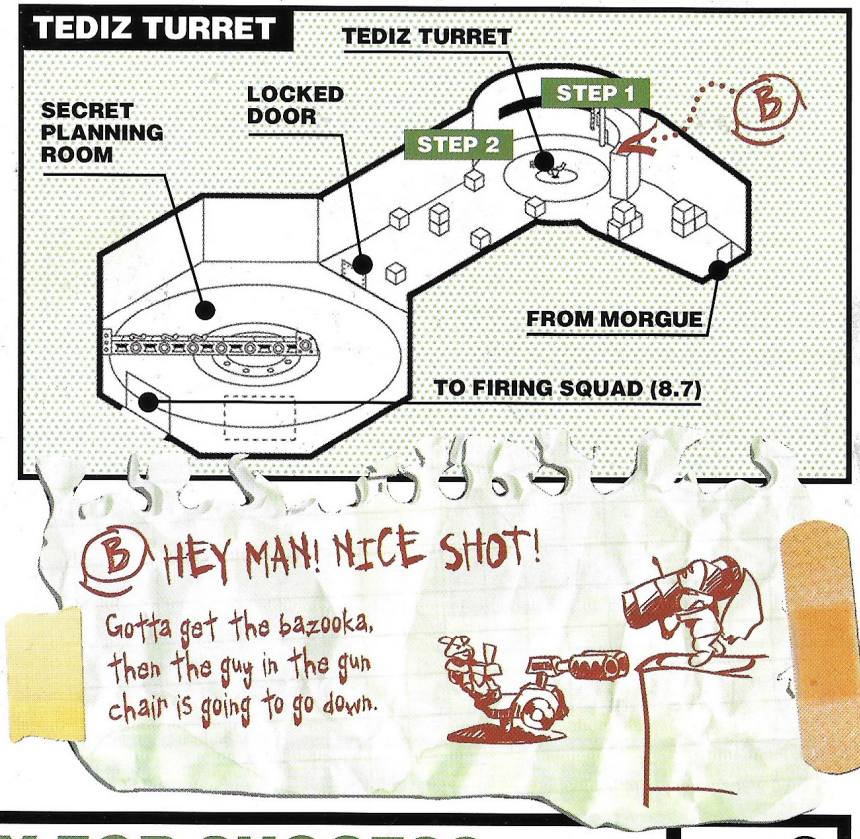
The Tediz fires with pinpoint accuracy. The only way to avoid contact with the bullets is to hide while the Tediz is firing, then advance to a new position while the Tediz is reloading. Run toward the Tediz, then climb a rope to the right. Approach a B Pad on a stack of boxes, then take out the Tediz with a bazooka shot.

STEP 2 Clear away Approaching Armies



Once you have control over the Tediz' turret, more enemies will approach, first from one direction, then the next, then both directions at once. Use the B Button to reload when there is a short break between Tediz attacks. Once the attacks are over, you will be free to exit the building.

AARRRRGGGHHH!!

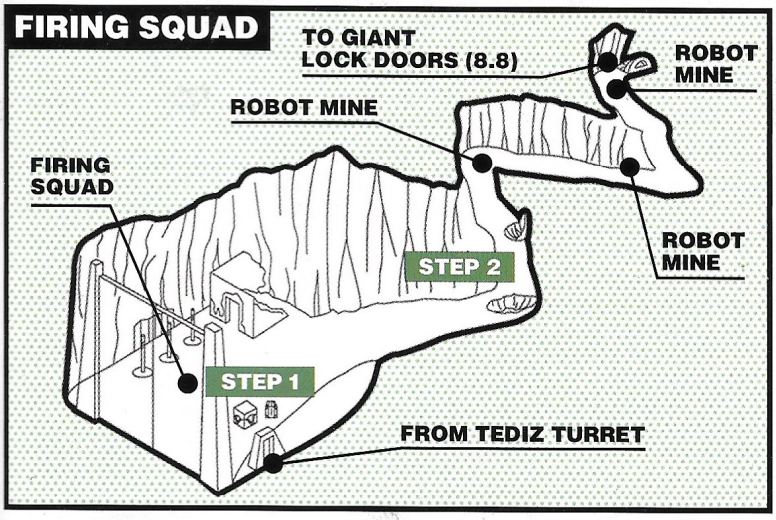


8.7 ACCURACY IS KEY FOR SUCCESS

HELPFUL HINT: In war, it is often important to dispatch enemies quickly, before they can return fire. By pressing and holding the R Button, you will have an on-field view, with crosshairs, that greatly improves your aiming accuracy.

Helmets and protective gear save lives.

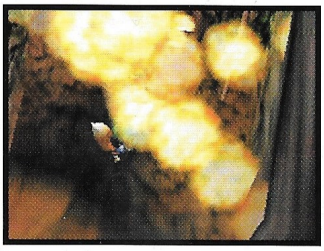
With the help of Private Rodent, you will be able to advance through a narrow, enemy-ridden natural corridor. The first step is to confront Rodent's captors.



STEP 1 Face the Firing Squad

The captured Private Rodent faces a devastating end, tied to a pole in front of a firing squad of Tediz. Behind the cover of several large crates, you can take care of Rodent's captors, one at a time. Start by targeting the leader, then fire on the members of the firing squad when you have a clear shot.

STEP 2 Implement the "Buddy System"



Private Rodent is protected by titanium laminate shielding. As you advance through the narrow passage to the next area, you can use Rodent to absorb the impact of explosive robot mines. Assume the point position, avoiding massive bombs as they drop, then retreat when you see a mine and wait behind Rodent.

WATCH IT!

8

8.8 LOCK REMOVAL PROCEDURES

HELPFUL HINT: Locks are commonly used to keep unauthorized personnel from entering classified areas. If one wishes to open a lock without [illegible] the key or combination, explosive force is a widely accepted alternative.

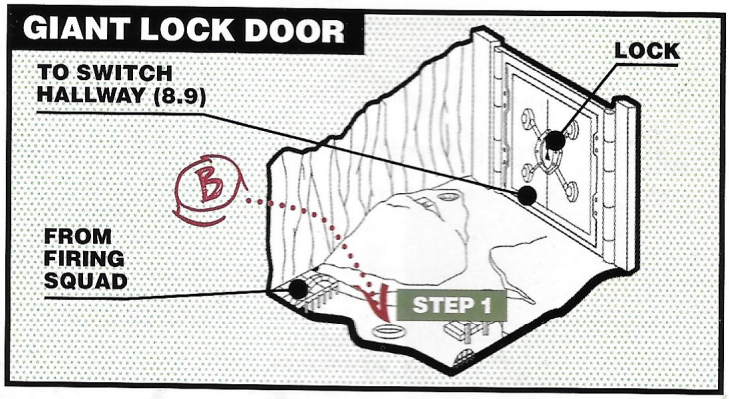
Note: Crosshairs improve accuracy.

B SHOOT SHINY THINGS

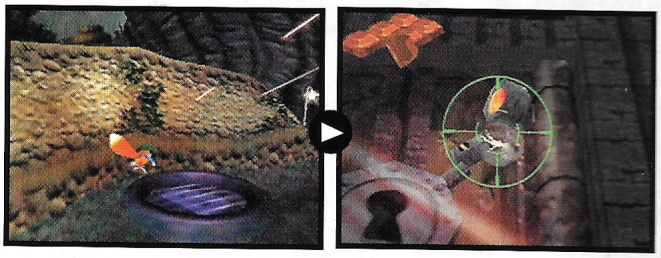
That huge lock has a frame with four things sticking out of it. When I shoot the flashing bits, the frame falls apart.

9 How big is the key?

GIANT LOCK DOOR



STEP 1 Lock Removal from a Water Approach



The firepower required to destroy the lock on the massive door can be found from a B Pad on a raft in the river. The raft is not a covered position. While you are attempting to fire on the four-pronged mechanism that holds the lock, enemies will fire in kind. If you are losing chocolate at a rapid rate, retreat is recommended.

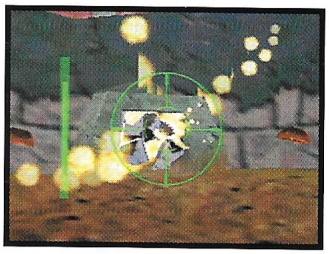
8.9 TOXIC CHEMICAL AVOIDANCE TACTICS

HELPFUL HINT: When one is exposed to volatile acids and chemical wastes, direct contact can lead to a loss of chocolate. If protective gear is not available, one should stay a comfortable distance away from harmful materials.

Note: Do not swim in glowing liquid.

Mere doors cannot stop the thunderous advance of the squirrel tank corps. Tediz with bazookas, on the other hand, are effective at stopping the thunderous advance.

STEP 1 Dismantle the Barrier with Force

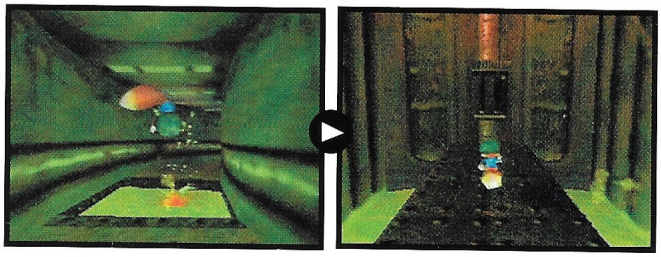


The mechanism that releases the door to the tower area is in a chamber that is blocked by a metal barrier. Climb into the nearby tank and use the tank's superior firepower to destroy the barrier. The procedure can be performed by aligning the tank's turret with the barrier and pressing the Z Button.

Fig. F
If you see a lever in a video game, it's usually there for a reason.

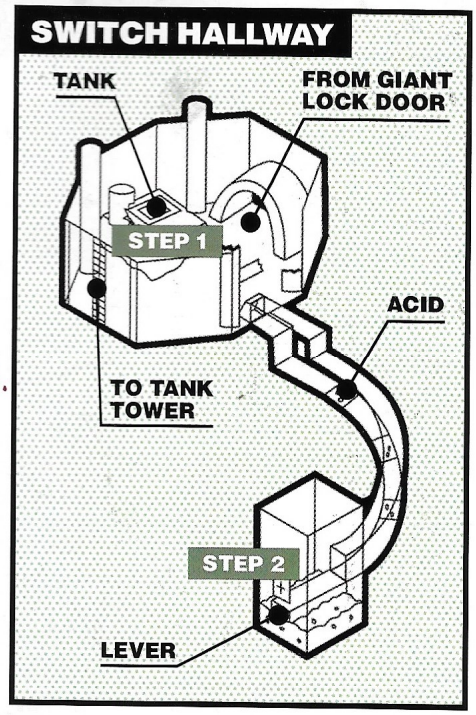
That chemical stuff really burns.

STEP 2 Trigger the Mechanism and Exit Promptly



The path through the chamber to the lever features toxic chemical pools and mobile mines. After crossing each pool, you will be chased by a mine. Jump across the same pool again to draw the mine into the chemicals. After you pull the lever at the end of the hall, leave quickly as the chemicals rise.

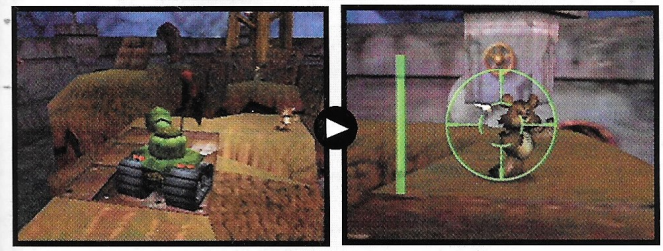
SWITCH HALLWAY



STEP 3 Operate Bridges Manually

The path that surrounds the tower includes several retracted bridges. To make the bridges drop, you must jump across the gap to them, climb the incline and press the B Button on the B Pads.

STEP 4 Eliminate Enemies Forcefully



Tediz burrow up from the ground in force. Using the tank, you can eliminate them by firing on them or colliding with them. It is recommended that you destroy Tediz before they throw explosives in your direction.

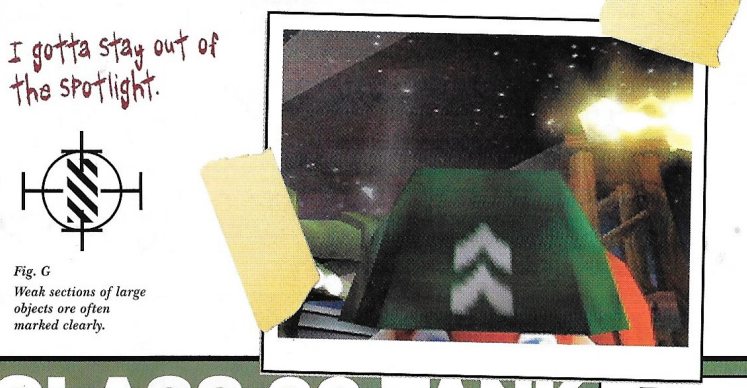
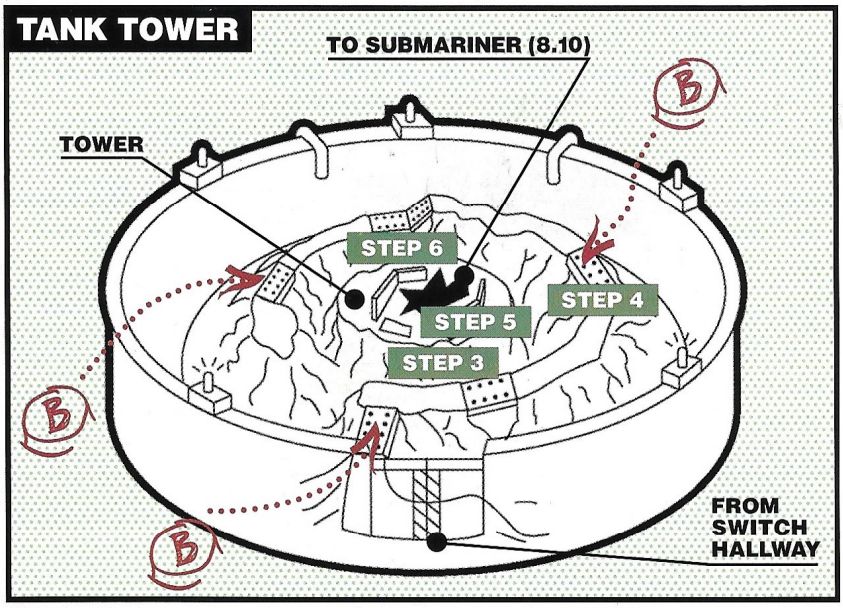


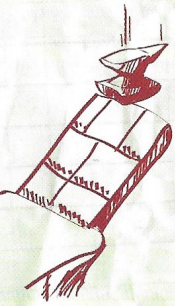
Fig. G
Weak sections of large objects are often marked clearly.

TANK TOWER



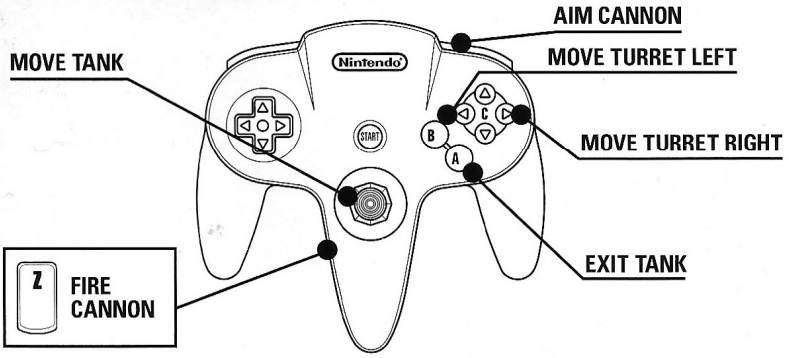
B CLOSE THE GAP

When the tower gun is pointing away from me, I can get out of the tank, hop over to the bridges and use the B Pad to knock them down.



CLASS 22 TANK OPERATING PROCEDURES

The Class 22 is a sophisticated war machine that is well-suited for the elimination of Tediz. Accurate use of the cannon requires that you press and hold the R Button.

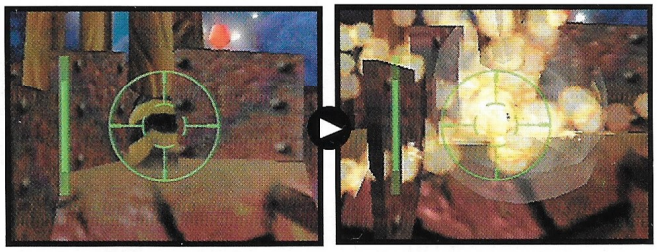


OPERATING THE SIGHT

R + C▲ C▼ =

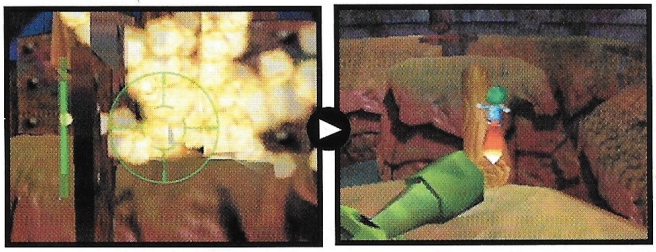
Hold the R Button to view the target. Press the top and bottom C Buttons to zoom in and out.

STEP 5 Destroy Tower Supports



The tower is held upright by four supporting beams. As you navigate the tank around the tower, you will have a clear shot at each of the beams. Use the tank's cannon to destroy the weak section at the base of each beam and fire on all enemy Tediz.

STEP 6 Complete Tower Removal



After all four tower supports are destroyed, the tower will fall. With the mission complete, you may exit from the tank, cross a wide gap by balancing on a log and jump into a hole that leads to the next area.

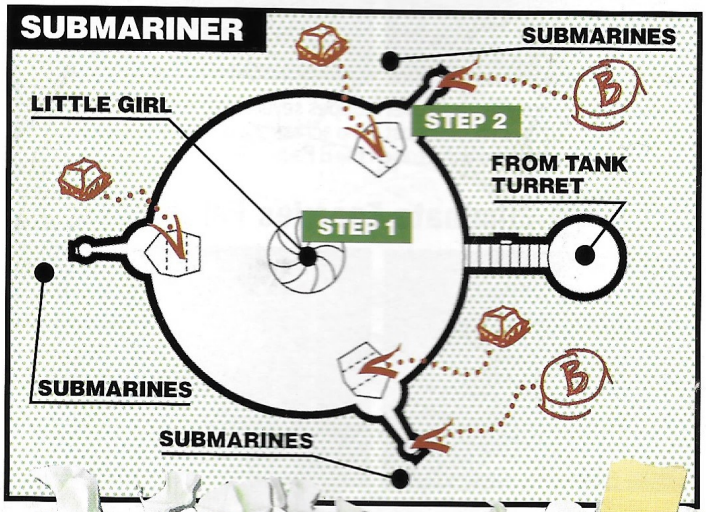
10

8.10 UNDERWATER THREAT ELIMINATION

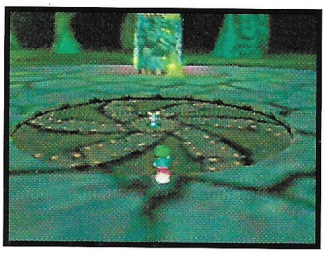
HELPFUL HINT: Submarines launch explosive projectiles on land and water targets. The one way to ensure a missile fire stoppage is to destroy the source of the offensive action.

Submarines taste best with a soft drink.

Using Inverse Phase Sonar, submarines fire Teddifunkin U47 Intercontilental Ballistic Missiles. When the missiles launch, their targets are locked. The process of avoiding missile fire requires that you move after each launch.

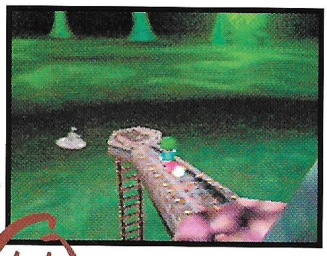


STEP 1 Intelligence Briefing



The girl at the center of the platform has an unusual amount of information about the enemy attack, such as the missile types and their targeting systems. Talk to her for a mission briefing, then begin the process of eliminating the submarines. Go to the dock closest to the missile-firing subs and look for a B Pad.

STEP 2 Counter Missile Attacks



After locating the origin of the missile attacks, run to the pier that is closest to the enemy submarine(s). Wait for a new missile launch, then advance to the end of the pier and activate the B Pad. That will produce a bazooka. Use the bazooka to blast all the targets. Repeat the process until all submarines are destroyed.

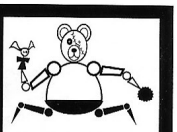
Ⓑ SUBMARINES SINK

All you have to do is hit them with enough firepower. They'll go down. You should avoid their missiles, too. That's just good common sense.

11

8.11 DISMANTLING WAR MACHINES

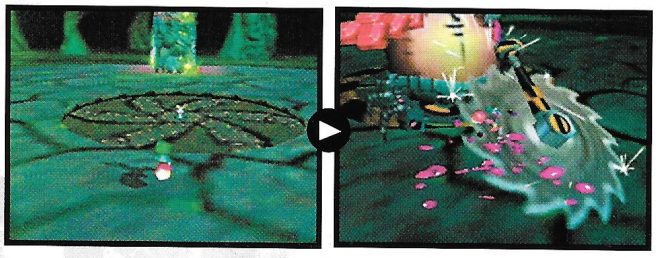
HELPFUL HINT: While battling a massive war machine built for large-scale destruction, a good measure is to fire on the machine's weapons first, eliminating its offensive firepower.



Disturbing dreams mean you are "gifted."

The enemy can sometimes wear the mask of friendship. When a perceived "innocent" becomes a threat, you must alter your understanding of the subject and act accordingly. A good first step is to retreat and rethink your approach.

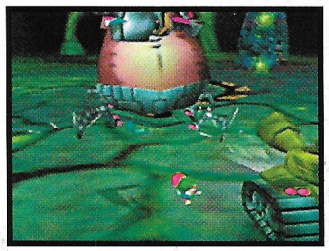
STEP 1 Know Your Enemy



Once the submarines are eliminated, the little girl with the knowledge of enemy weaponry will reveal herself as a psychotic puppet controlled by a gigantic stuffed bear. The recommended reaction to that revelation is to run away from the creature as quickly as possible.

Just when you think you've got someone figured out, she turns out to be a rampaging puppet. Go figure.

STEP 2 Fight Fire with Firepower



Private Rodent's reappearance is fortuitous. By climbing into his tank, you will have the firepower required to combat the giant Tediz. Use the covered coves as a place to hide from the attacks, then drive out from the cove when you are prepared to fight.

⚠ CAUTION ⚠

• PSYCHOTIC PUPPET ALERT

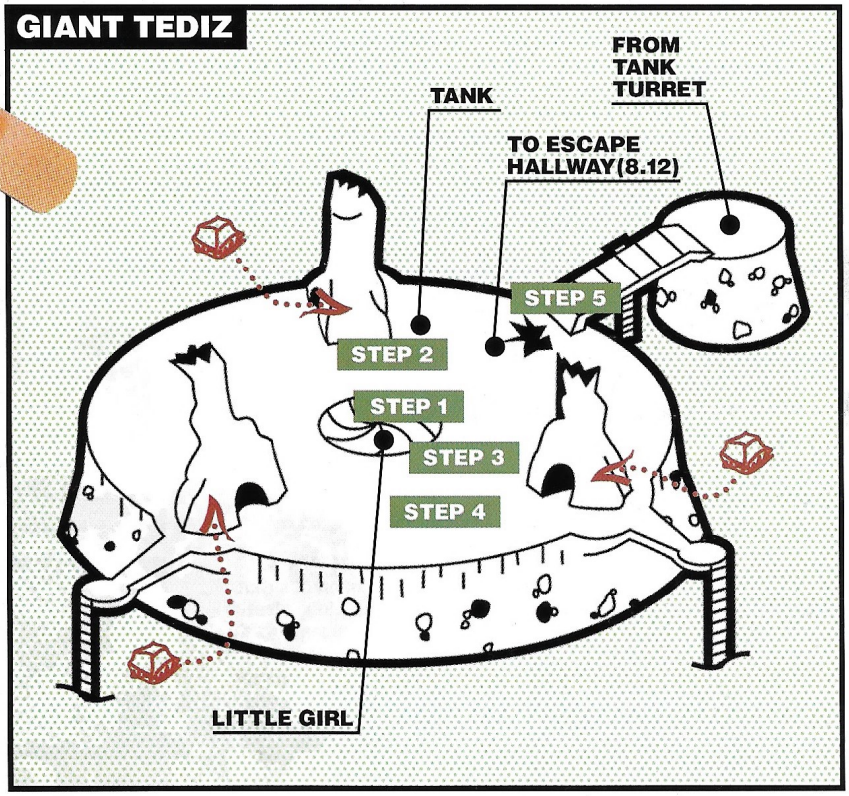
Psychotic puppets tend to be mentally unstable. Their behavior often is categorized as "unreasonable." Try to avoid contact with them if at all possible.

GUNS, PUPPET, TARGET

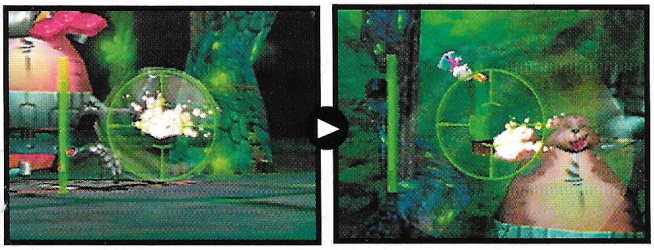
(See Tank Controls in 8.9)

First I hit the weapons, then I hit the puppet. The last shot goes to the target on its back.

GIANT TEDIZ



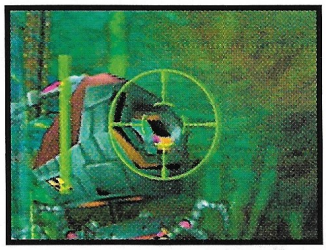
STEP 3 Eliminate Offensive Force



The Tediz will employ three different types of firepower in the battle. It begins with machine guns, then switches to lasers and finally fights with fur-guided missiles. Knock the weapons from it hands.

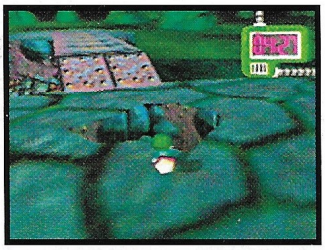
Fig. H
Always pick up your baby with two hands.

STEP 4 Identify the Target

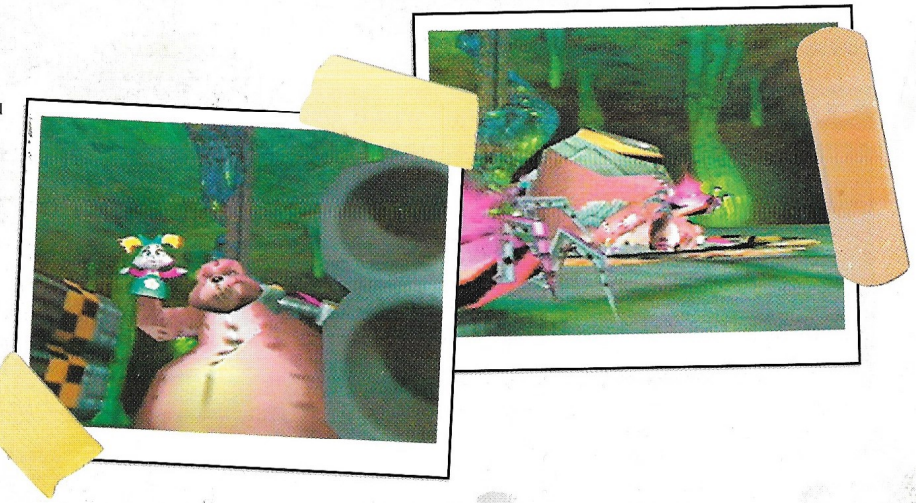


After you destroy the machine's weapons and you then fire on the puppet, the Tediz will turn around to expose a target. Hit the target to harm the Tediz. It will move on to the next round of weaponry. There are three rounds in all. After that, the Tediz will collapse in a heap and new events will occur.

STEP 5 Execute Exit Strategy



When the giant Tediz is eliminated, the last action of the puppet will be to set the self-destruct mechanism for the entire game area. You will have four minutes and 30 seconds to leave before the area explodes. Of course, there will be many deadly obstacles in your way. Start by dropping into a hole.



ENOUGH WITH THE EXPLOSIVES!

First they blow up the tank, then they set the whole place to self-destruct! Enough already!

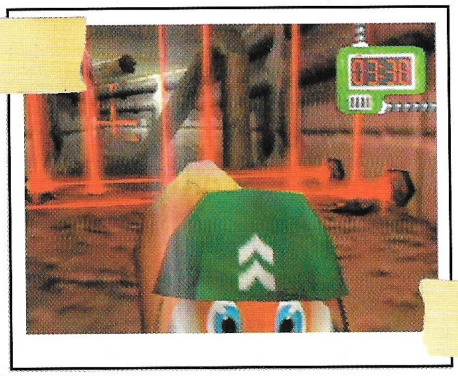
12

8.12 TIMED LASER AVOIDANCE STRATEGIES

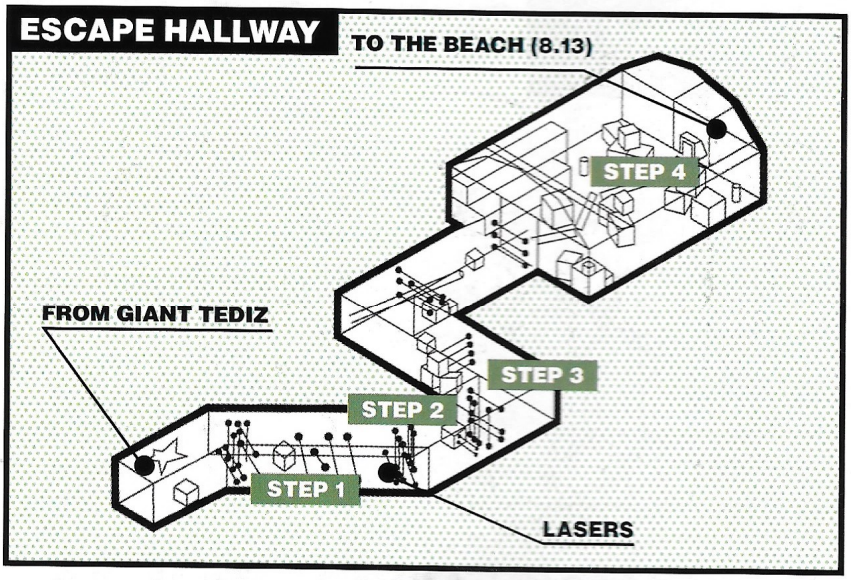
HELPFUL HINT: While some lasers, such as those used for laser shows, may be harmless, most lasers in video games are quite hazardous and should be avoided. Contact with a laser is grounds to lose two pieces of chocolate.

Remember to "stick" the landing.

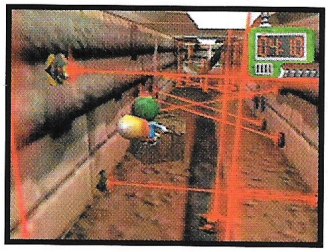
Surrender is not an option for the relentless Tediz. Their only choices are either victory or the lint pile. Remember: they are at their most dangerous when defeat is imminent.



What a maze! This is not going to be easy. Why can't I be drinking a nice pint right now?



STEP 1 Crawl under Deadly Lasers

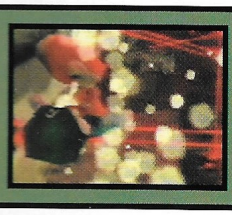


Squirrels scurry, but they don't often crawl. You must use that maneuver to pass a long stretch of lasers. After jumping over the first set of lasers, press and hold the Z Button to duck, then start moving to crawl under several laser beams just left of the center of the hallway.

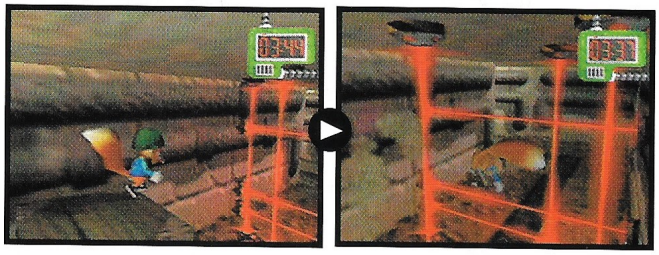
⚠ CAUTION ⚠

• CONCENTRATED LASER WARNING

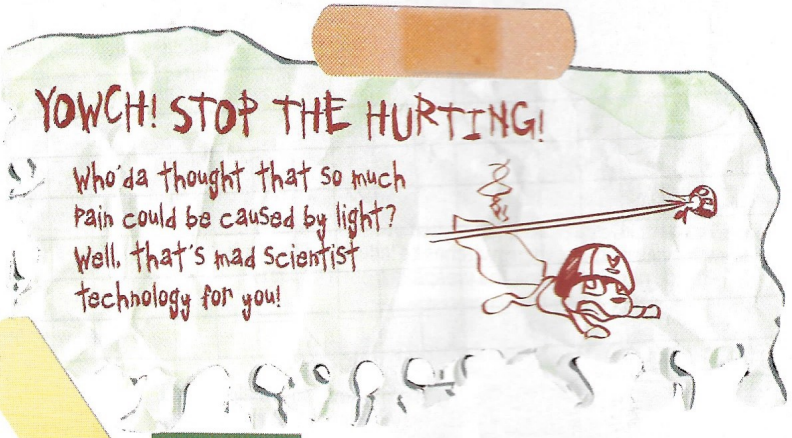
Video game lasers are quite deadly. Contact with them causes a temporary loss of control and a permanent loss of chocolate.



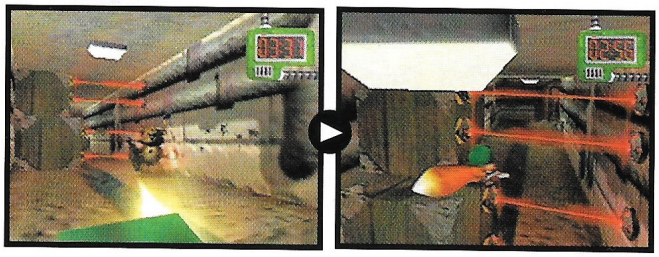
STEP 2 Fly over High Beams



After you jump over a large crate, you will encounter lasers that cover space high and low. Get close, duck, jump high and float over the top row with the helicopter maneuver.



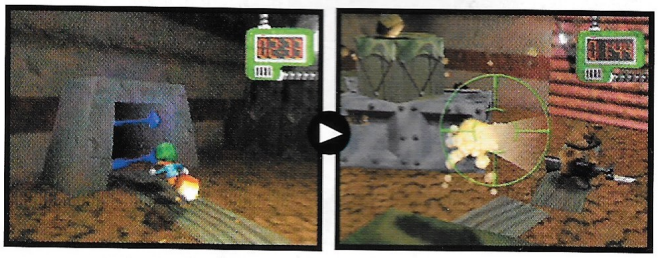
STEP 3 Eliminate Enemies with Haste



In the middle of your route through the bunker, you will encounter two Tediz. Switch to guns with the B Button and fire on the Tediz before they approach. Next, climb the box and crawl under the lasers.

Fig. I
Deadly lasers are less enjoyable than many other laser varieties.

STEP 4 Use Superior Firepower



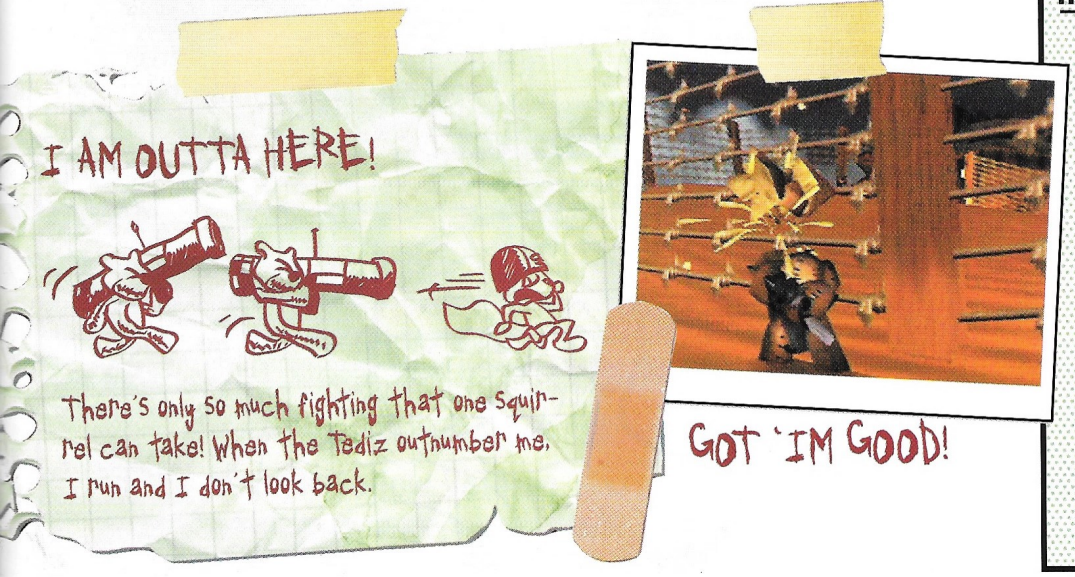
Upon reaching the last room of the bunker, you will encounter a group of Tediz. Your weapon will switch automatically to a Bazooka. Snipe your enemies from the top of the boxes, starting with the Tediz on high perches.

8.13 MAXIMIZING ESCAPE PROBABILITY

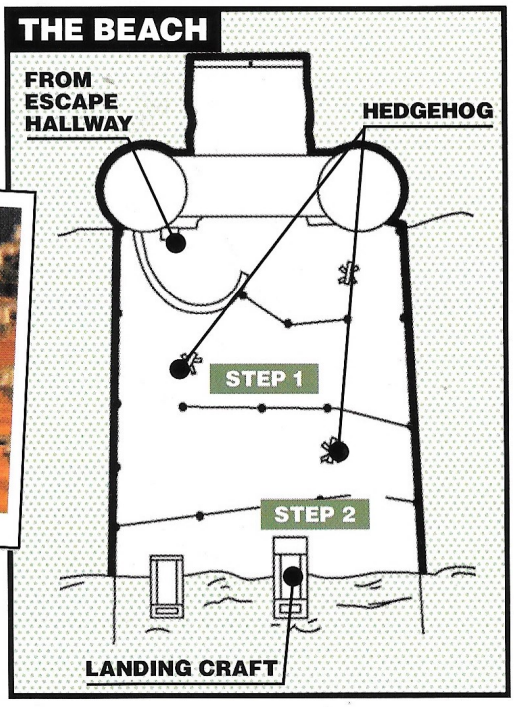
HELPFUL HINT: In situations where time is short, the inexperienced soldier may be given to panic. Upon reaching the beach with less than two minutes remaining, one's first impulse may be to run. That, in fact, is a very good idea.

Sharp objects can cause pain on contact.

A military incursion cannot be considered successful until friendly troops are safely extracted from the battlefield. Commanders may find that insertion and penetration are more pleasant than withdrawal.



GOT 'IM GOOD!



STEP 1 Patrol the Battleground

After collecting chocolate at the top of the beach, you must proceed to the water. Move swiftly but cautiously at first, and target enemy Tediz as they approach.

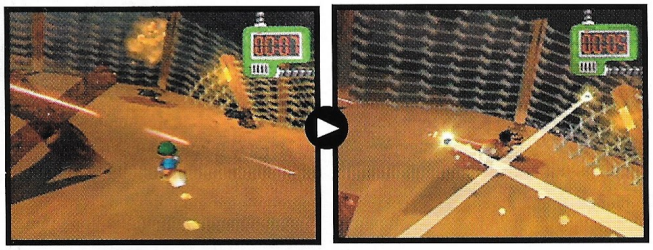
Fig. J
Caution: Avoid cloudlike shapes with extruded spikes.

⚠ CAUTION ⚠

• ARMED SOLDIER ALERT

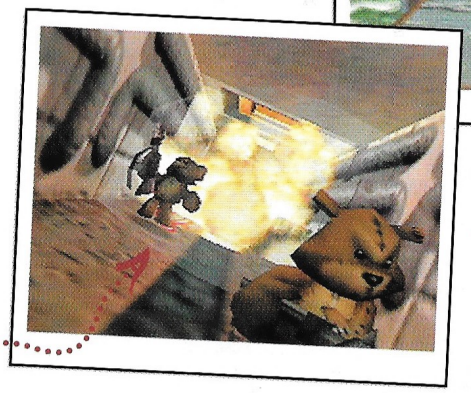
Enemy soldiers approach and attack with unrelenting conviction. They are best dealt with quickly or avoided altogether.

STEP 2 Make a Beach Retreat



After clearing away a considerable number of Tediz, the recommended next step is to run swiftly to the landing craft while avoiding the stream of bullets and the building numbers of enemy soldiers.

Never thought I'd be so happy to get back to that puke-riddled deathtrap.



GOODBYE TEDIZ!

THIS NEVER ENDS WELL.....

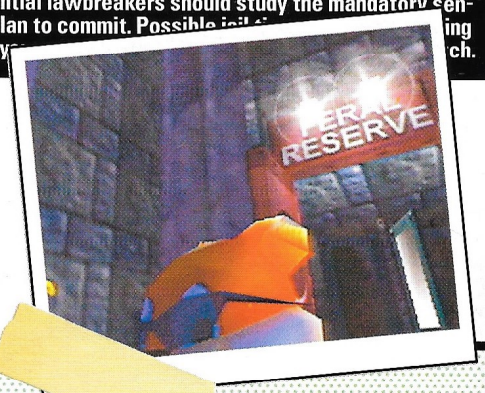
SECTION 9 HEIST

CRIMINAL BEHAVIOR AND THE PENAL EXPERIENCE

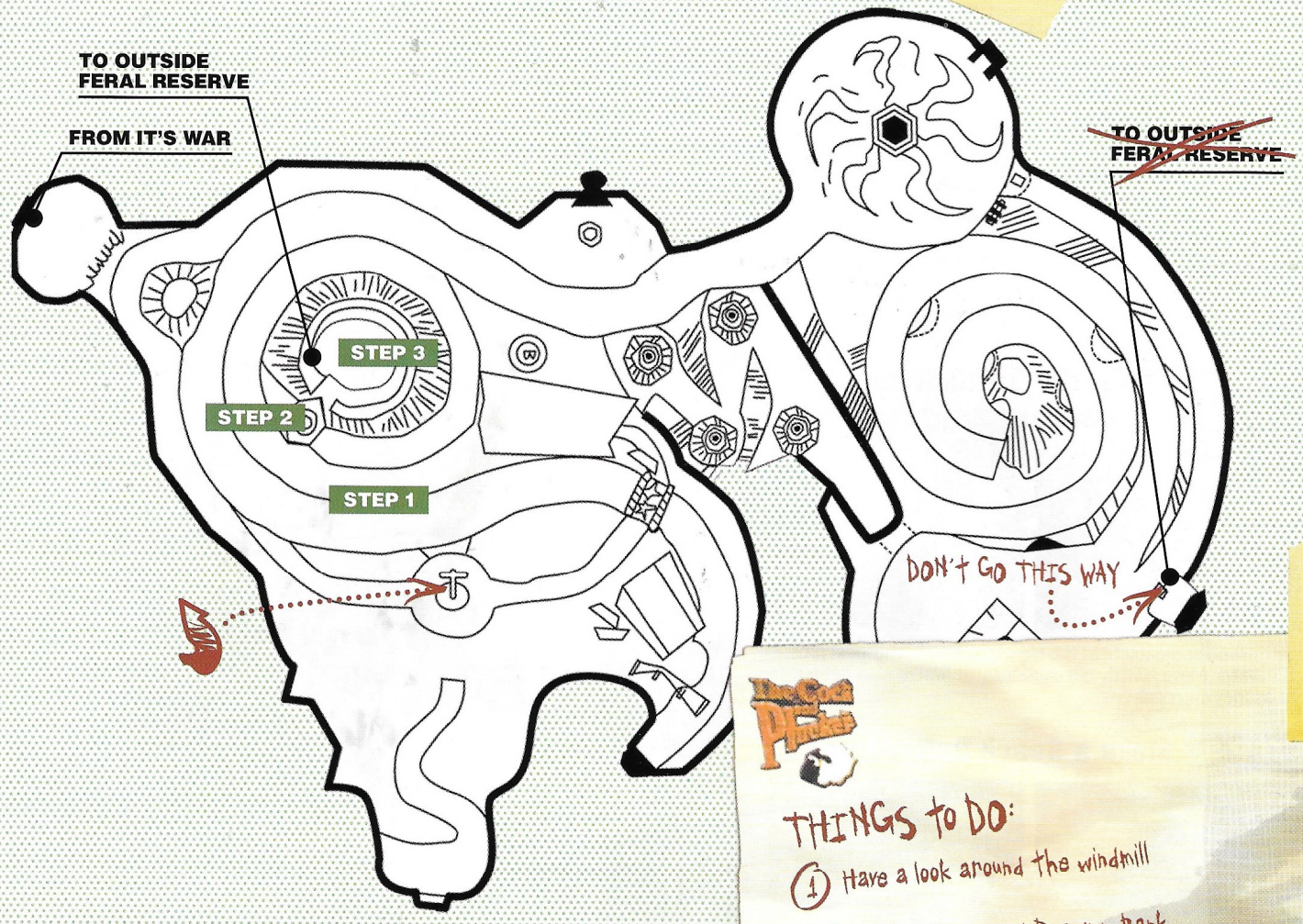
IMPORTANT PRECAUTION! Before engaging in criminal activity, potential lawbreakers should study the mandatory sentencing guidelines for the crime(s) they plan to commit. Possible jail ing convicts who may force you to do things y ch.

Modern criminal behavior is driven by many different social, cultural, economic and biological factors. Although a given squirrel may not exhibit a biological predisposition to commit criminal acts, economic factors can drive him (or, increasingly, her) to rob and/or steal. A desire for material wealth is often preeminent among the economic factors.

Why must I rob the Feral Reserve? Because that's where the money is.

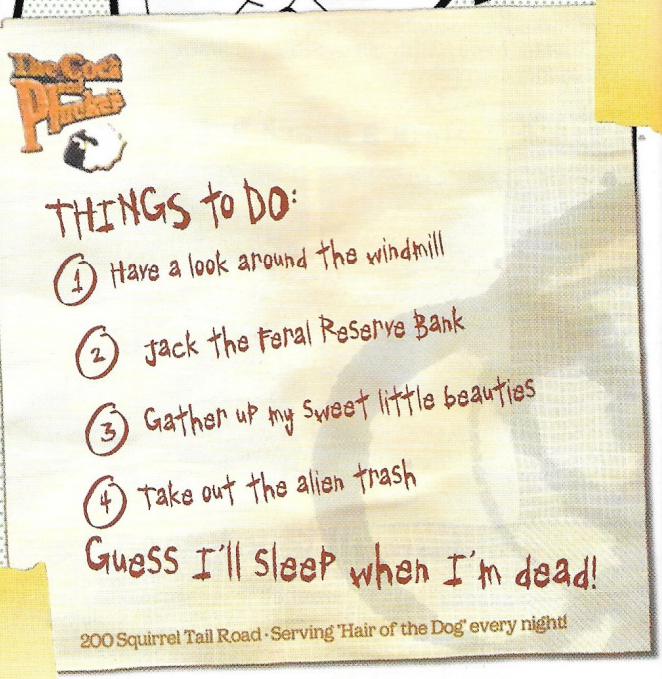


POSTWAR WINDY SCHEMATIC



⚠ CAUTION ⚠

- **ARMED GUARDS**
  Armed Guards at the Feral Reserve are not required to give you a verbal warning before they mow you down like an animal. Note: You are an animal.
- **AMORAL ALIEN KILLING MACHINE**
  First discovered exploding out of a British character actor's chest, the species of alien found in this game also will not give you a verbal warning.



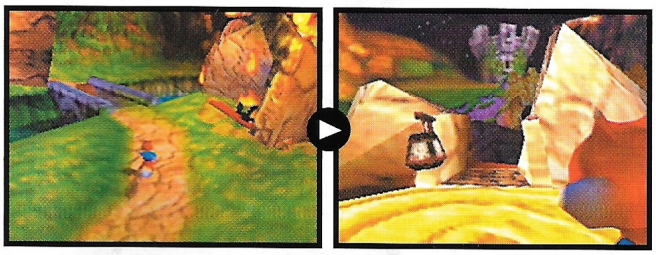
9.1 POSTWAR REORIENTATION TIPS

HELPFUL HINT: A region's landmarks may look different in the aftermath of a full-scale war. In some cases, they may not not even exist anymore. If you are looking for a landmark and cannot find it, it might have been destroyed.

"Sifting through the rubble" is a newscaster cliché.

To understand a criminal's motivation, it is important to study his environment. There may not be opportunities for gainful employment in an established video game world entrance, forcing him to earn money unlawfully.

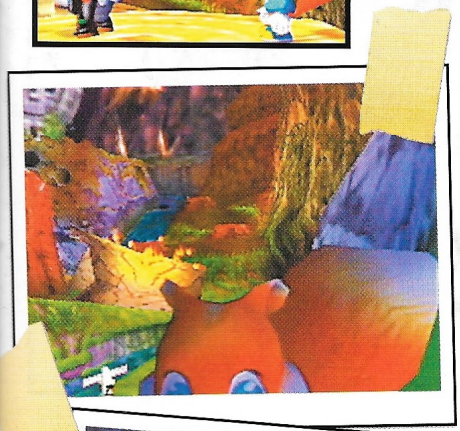
STEP 1 Assess Disaster Area



Veterans of the Tediz conflict are advised not to expect a victory celebration in the Windy region of the kingdom. Proceed to the windmill entrance area for an in-depth briefing on the situation.

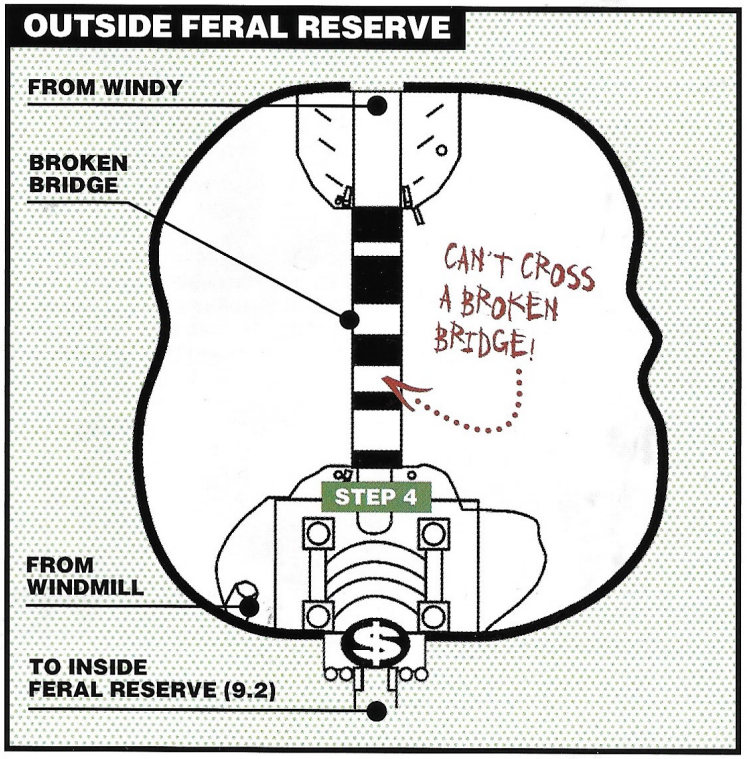
STEP 2 Consult Fellow Veteran

Policing the area outside the entrance to the former windmill should facilitate a reunion with a fellow veteran. Consult the veteran to learn more about the windmill's whereabouts.



I didn't realize the windmill was spoiling this excellent view. I may build here.

Berri always makes me think of latex.

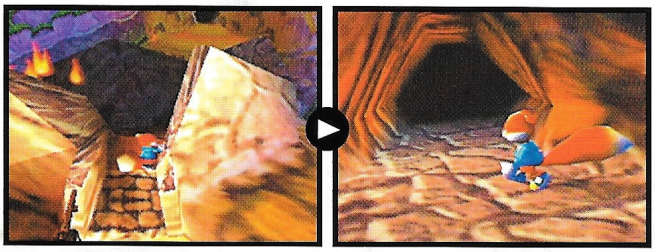


⚠ CAUTION ⚠

• **CONDEMNED STRUCTURE**

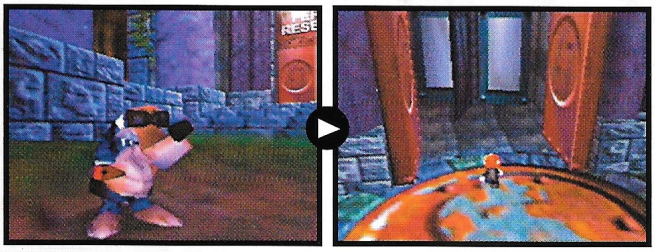
Buildings that have been damaged by military ordnance may lack critical structural features such as floors and walls.

STEP 3 Carefully Investigate Collapsed Structure



Proceed with caution through the windmill's destroyed entrance. Descend the spiral ramp until you can no longer descend, then jump to the basement floor of the former structure. Exit the structure through a small cave entrance. Note: Jumping from the windmill entrance to the basement floor is not recommended.

STEP 4 Associate with Organized Crime Figure



When you emerge from the cave entrance, you will discover a large structure and a weasel wearing sunglasses. A short negotiation with the weasel will provide you with employment. Proceed through the revolving doors to begin your new job.

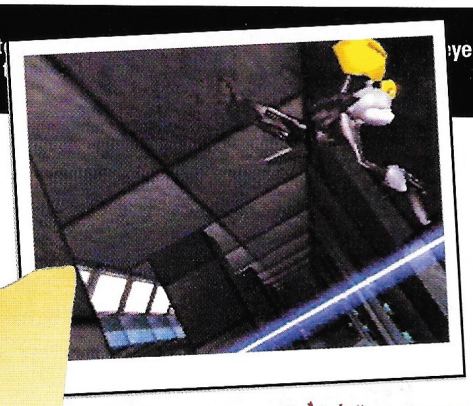
2

I figure we're just about finished here

9.2 MASTERING ACROBATIC SHOOTING

HELPFUL HINT: The lasers in the Feral Reserve are not intended t… Do not touch undesirable parts of your body with t… …ye surgery.

Remember: Remove piercings prior to entry.



That Tae-Bo video really paid off for Berri. She could only jump over two lasers before.

Some criminals have reported experiencing a heightened sense of awareness while they commit acts of violence. The trancelike state is sometimes characterized by enhanced agility and increased reaction time.

STEP 1 Eliminate Guards through the Barrier

The Feral Reserve has adopted a four-stage, laser security envelope with supplementary weasel-directed firepower. You must clear each stage of security guards to progress to the next stage. Activate the B Pads behind the pillars for enhanced motor function.

SAY "SWISS CHEESE!"

⚠ CAUTION ⚠

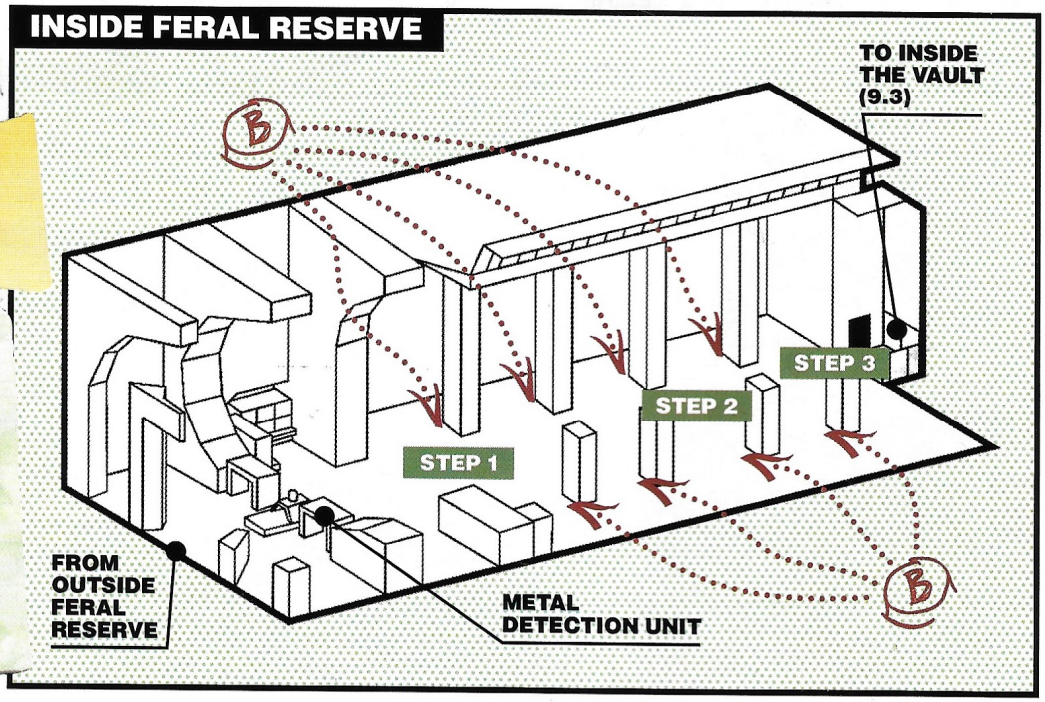
• ARMED GUARDS

The Feral Reserve security guards are highly skilled, lethal guards of security. Latex-garbed assassins cannot escape their attention.

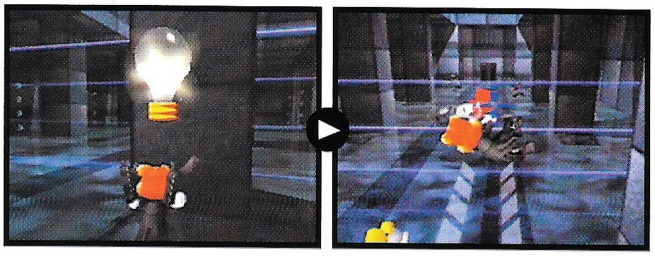
B STICK THE LANDING!

Pressing the B Button improves my already excellent agility to a state of sublime magnificence. My aim also improves, but it doesn't really need improvement.

INSIDE FERAL RESERVE

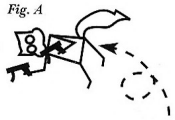


STEP 2 Target Guards While in Flight



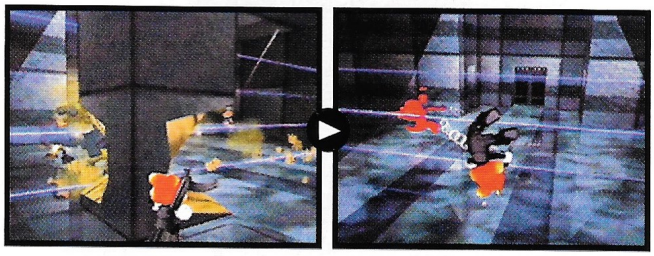
Press the B Button while standing behind any pillar to initiate an arching, sideways leap to the opposite pillar. While in flight, you will be able to target with the Control Stick and fire with the Z Button.

Fig. A



Points are awarded for execution, artistic merit and dead weasels.

STEP 3 Eliminate Enemy Firepower



The preferred method for guard elimination involves shooting the guard(s) who will have a diagonal shot at you once you land. Do not rely on the pillars to protect you. Guards may destroy them.

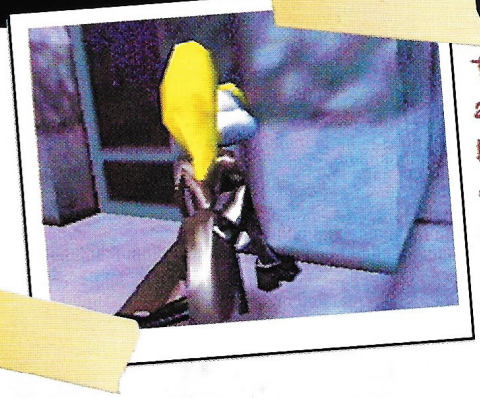
Flying squirrels can kiss my arse

9.3 SECURING FINANCIAL PROSPERITY

HELPFUL HINT: When you aren't playing this video game, there is no need to hit your money with a frying [illegible] you put it in your wallet or pocketbook. Despite the lifelike faces on paper money, it will not come[illegible]

Note: Stealing is a better career than writing.

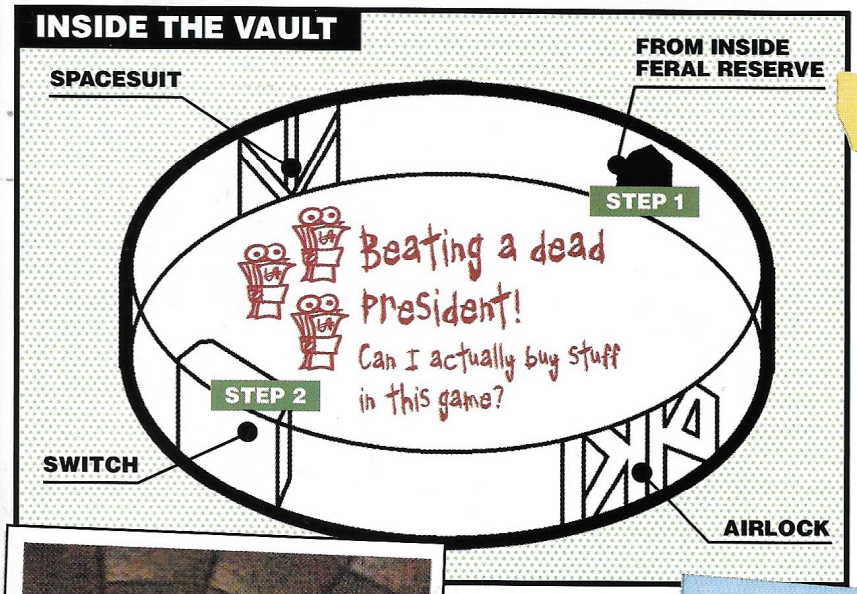
Criminals can become captives of their own success. Once they collect the money from a successful heist, they may discover that their actions have cost them their friends, family and lovers. All they are left with is the company of fellow miscreants.



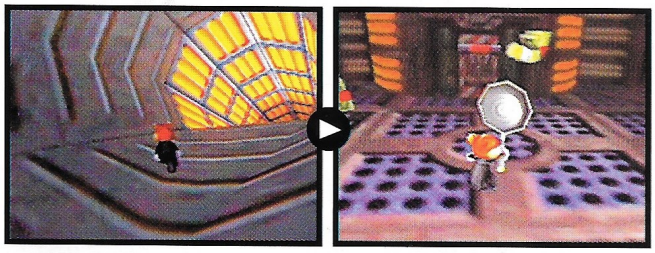
This is how I'll always remember her, except without the clothes.

Berri

INSIDE THE VAULT

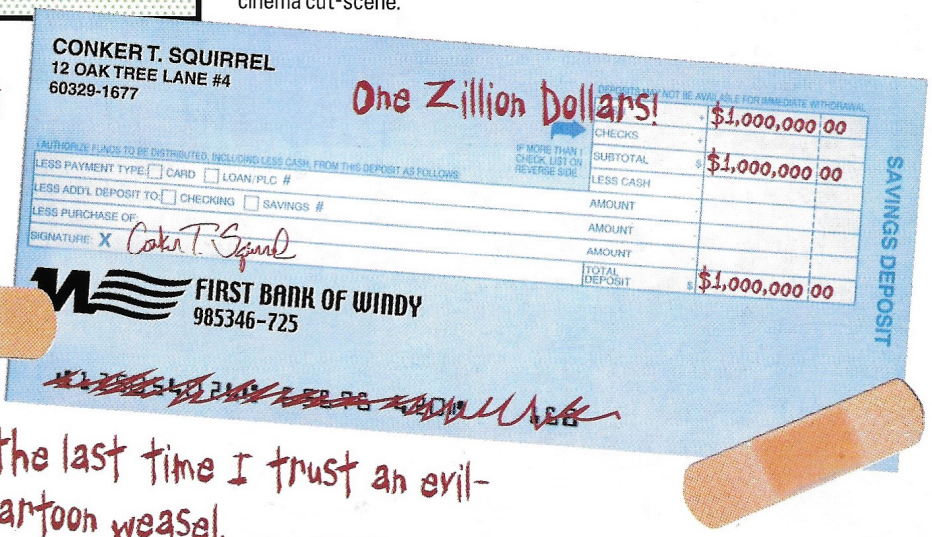


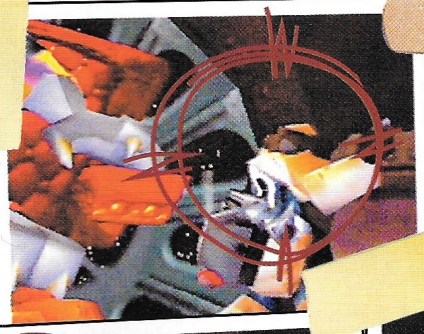
STEP 1 Collect Cash Money



Money collection is the critical stage in any bank robbery. You should hit at least three bundles of cash with your frying pan to initiate a lengthy cinema cut-scene.

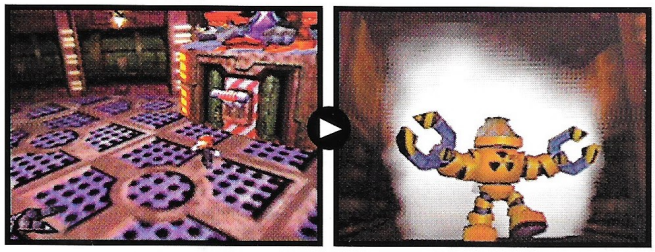
Meet the bastard fairy king and his merry band of arse-licking weasel lackey boys.



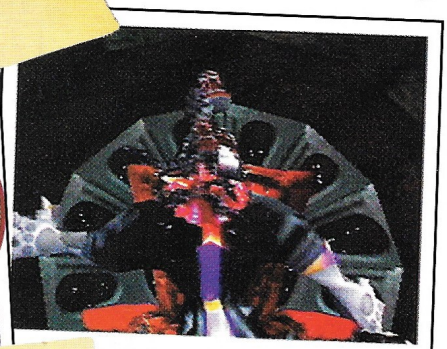


This is the last time I trust an evil-looking cartoon weasel.

STEP 2 Open Exoskeleton Closet



When you find yourself in mortal jeopardy after the cinema cut-scene, quickly pull the switch on the throne to open a nearby compartment. Jump into the compartment then emerge in an armored exoskeleton.



PUPPET SHOW!

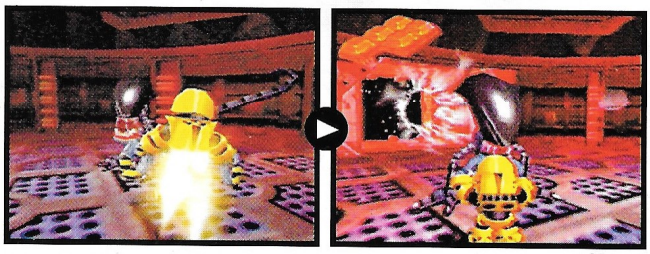
4

9.4 FINISHING THE VIDEO GAME

HELPFUL HINT: When you are done playing the video game, try to spend a little time in the real world. Go outside, if you can. Make new friends. Then buy more quality products from Nintendo and get back inside the house.

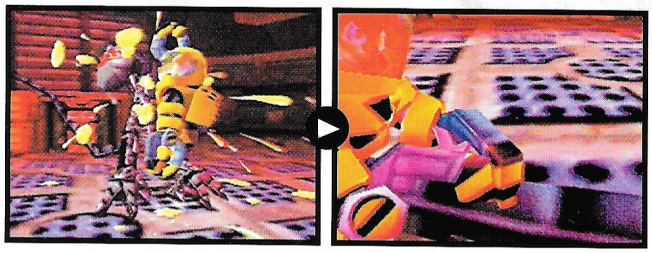
It is an established convention in many adventure video games that you must fight a final "boss" to complete the story line. The final boss in this game is a large alien, not the Fairy Panther King.

STEP 1 Dodge and Block Alien Attacks



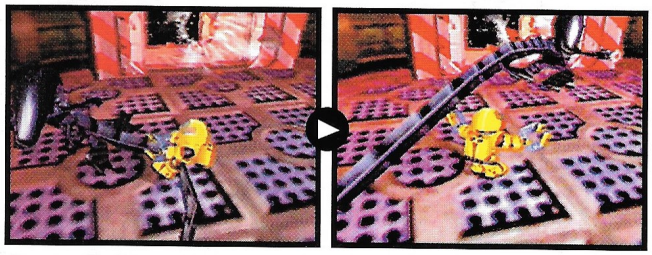
The alien has two distinct attacks: 1) a sweeping tail attack and 2) a lunging bite attack. Jump using the A Button to avoid the tail attacks. Block with the Z Button to stop the bite attack.

STEP 2 Render the Alien Unconscious



Prepare the creature for attack by blocking one of its bite attacks. While the alien is dazed, repeatedly press the B Button to knock it unconscious. Move behind it to clasp its tail firmly in your pincers.

STEP 3 Dispose of the Alien



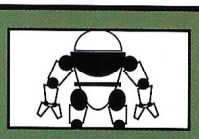
Rotate the Control Stick to create enough centrifugal force to lift the alien off the ground, then release the alien by pressing B. Time your release so it flies out the airlock. Repeat the process three times.

⚠ CAUTION ⚠

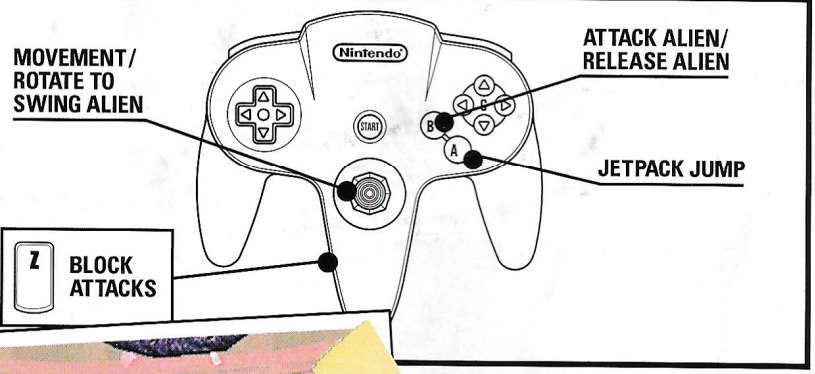
• ALIEN LIFE FORM

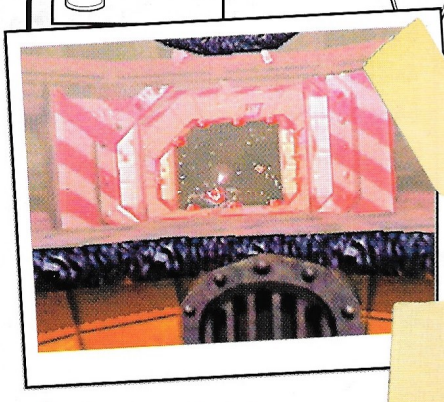
Aliens are easily distinguishable by their elongated heads, razor-sharp tails and saliva-soaked feeding orifices. Try to avoid contact with aliens whenever possible.

SPACESUIT OPERATING PROCEDURES



The spacesuit is a powerful armored exoskeleton that both enhances and restricts your movements. You will be able to jet through the air and block attacks, but the suit is not equipped to handle squirrel activities such as scampering and frolicking.



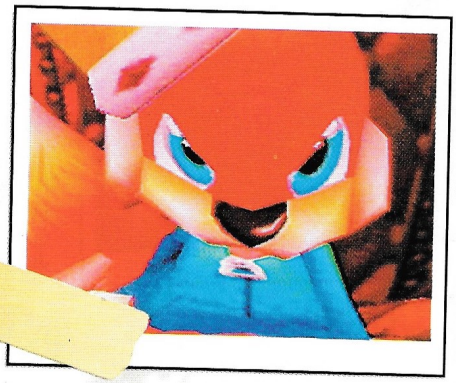


Squirrel-Style Kung Fu!

What about the #@&$ cheats, eh? The CHEATS!

Stay in the slimy bastard's face on the third go 'round. Be aggressive. B-E aggressive. Use the jet thingies to get real close, then try a quick block followed by blazing bursts of furry fists of fury. It'll happen for you. T-C-B, Baby! (Takin' Cara Biznuss)

~~Coke T. Squirrel~~ THE KING



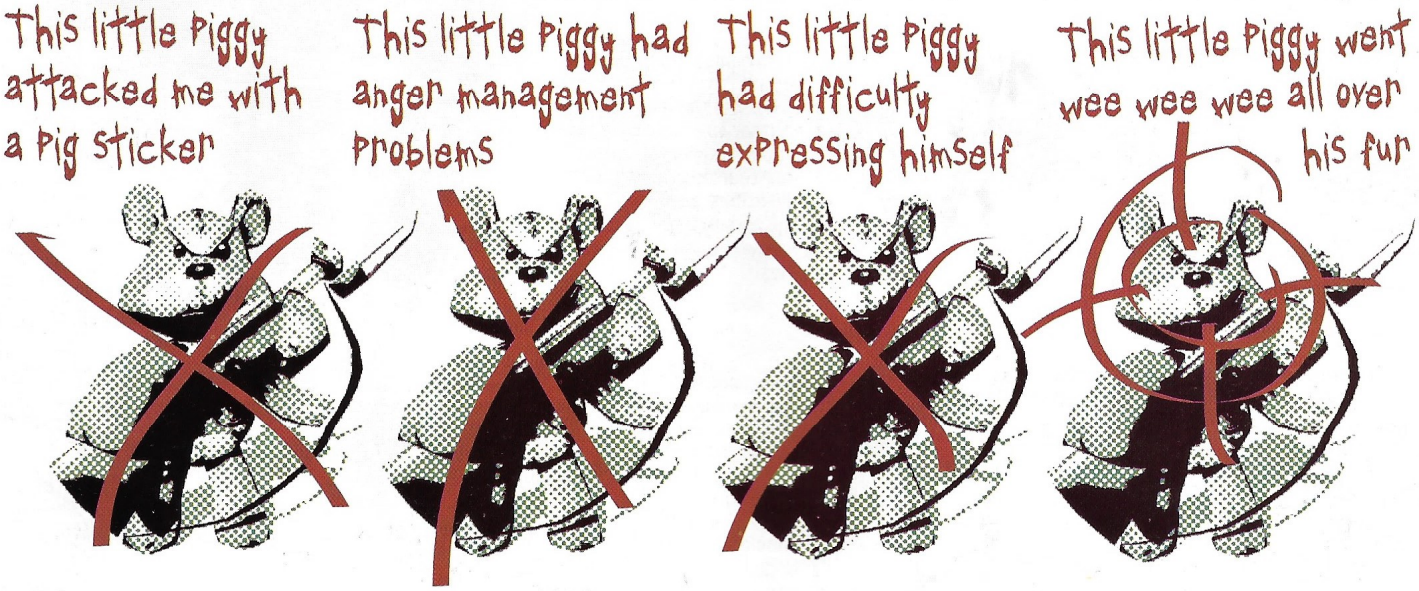
Is there a sequel to this game, or do I just sit here on my arse forever?

MULTIPLAYER

AN EXPLANATION AND PRIMER FOR MAKE-BELIEVE FIGHTING AND RACING

⚠ BEFORE USING! Although you need not play the following games with friends, the term "multiplayer" denotes the presence of more than one participant in the games. BIRDY BRAND accepts no responsibility for your lack of friends. BIRDY BRAND is not liable for any loneliness, ennui or quiet weeping that may or may not result from playing the following games by yourself.

A collection of video game tests of skill accompanies the main adventure game on your Nintendo Game Pak. You will find the games in sturdy oak casks behind the bar in the Cock and Plucker. The games exist to provide value-added game play to the Game Pak after you have completed the main game. You do not have to finish the main game before you play the Multiplayer challenges. If you are incompetent, you may never finish the main game.



CONFIRMED TEDIZ KILLS:

A PERSONAL NOTE FROM THE KING

Dear inferior subjects—
I hope you enjoy playing these games as much as I have. You cannot hope to equal my level of brilliance, but please take note of my insightful tips.

the KINGSTER

APPENDIX SETUP

It'sh a shetup, shee?!

UNDERSTANDING PREPARATIONS FOR MULTIPLAYER MODE

IMPORTANT PRECAUTION! Though these games are in a section titled "Multiplayer," one can, in fact, play with oneself. That is not the preferred method of [illegible]ng, however as [illegible]n such as blindness, acne, changes in [illegible] of t[illegible]

Just step behind the bar to view my manly exploits. The boys'll raise a pint to your bravery.

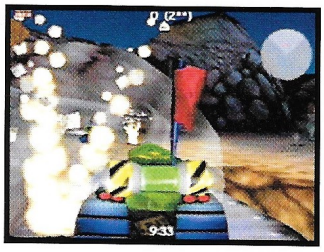
GAMES: VARIANTS OF

Before any game can be played, you must first opt to play a game with either a single player or many players. Note that to play with many players you must have a Controller for each player who wishes to play.

Team Games

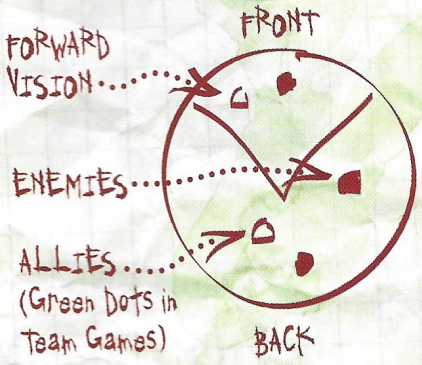
Team games are those that require two or more people to work in tandem with one another to achieve a specific goal. The person who is on your team is referred to heretofore as "teammate." The person who is against you will be referred to as "rival."

Solo Games



Solo games are intended to be played by only one person at a time, hence the word "solo" serving as a modifier to the word "games." If you have more than one player, the remaining player(s) should watch the solo player play, applauding when appropriate.

READING THE RADAR:



So this is the radar. The guy I control will always be in the middle. Guys who want me dead will be little red dots, and my buddies will be little green dots. Note: If I see other dots, like blue or kinda' orang-ish ones, I should probably clean my TV.

RULES AND ETCETERA

Before a multiplayer game may be selected, the participants must agree on standard rules of conduct. If rules cannot be agreed on, the player who owns the "Game Pak" should be allowed to make the final decision.

Upon entering the option screen, the player will be able to determine teammates and the number of rivals by way of purple globule-shaped icons. You will also be afforded the opportunity to select the guise your player character will take.

CHECKING YOUR STATS

The game will record vital stats for your perusal. Note that "stat" is a shortened take on the word statistic, and not an order to get something done with due haste.

Placing — The position where you placed

Kills — A count of those smitten by your hand

Deaths — A count of times you were smitten.

Accuracy — Hits / shots taken = accuracy

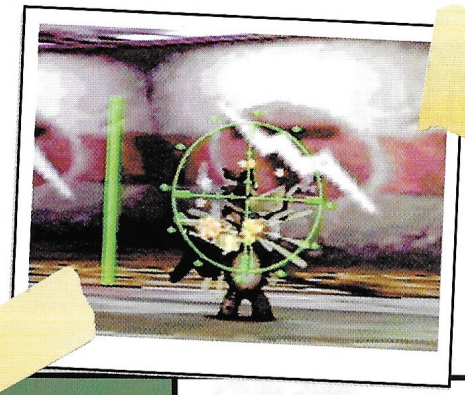
Head Shots — A count of heads smitten by your hand

Like this isn't obvious. At least I don't have to meet Gregg every time I bite it.

GAME SETUP OPTIONS

Upon selecting a game, the player will be confronted with a myriad of choices relating to game play. Some options are available only in certain multiplayer games, so if you cannot find a desired option, you may wish to select a different game.

Or you can just go play Perfect Dark.



We shall fight on the beaches. We shall fight in the fields. We shall fight in the streets. We shall fight in the hills. We will never surrender!

SU-01: STOPWATCH

The Stopwatch setting lets you set a time limit of three to 10 minutes on your multiplayer game. If you choose to set a limit on the number of kills, however, the time limit will be set to infinity.

TOTAL WAR, COLORS, TANK, BEACH, RAPTOR, HEIST, DEATHMATCH

SU-02: KILLS

The Kills setting allows you to end the game when one player reaches a predetermined number of kills. Once the predetermined number has been reached, the game will end.

TANK, DEATHMATCH

SU-03: SCORE

The "S" setting, which represents the word "score," ends the game when a certain objective or number of points has been achieved.

BEACH, RAPTOR, COLORS

SU-04: AI

The AI setting allows you to alter the intelligence of your computer-controlled opponents. If you desire a more strenuous multiplayer challenge, adjust the IQ setting to make them smarter.

TOTAL WAR, COLORS, TANK, RACE, BEACH, RAPTOR, HEIST, DEATHMATCH

SU-05: LIVES

The Lives setting lets you control the number of lives players are granted. Players in team games will get a set number of lives. When they are extinguished, the remaining player may seize control.

TOTAL WAR, TANK, RACE, RAPTOR, HEIST, DEATHMATCH

SU-06: RADAR

The Radar setting toggles the radar on and off. To view the radar, toggle it to the "On" position. To hide the radar, toggle it to the "Off" position. If you cannot see the radar, it may be in the "Off" position.

TOTAL WAR, TANK, RAPTOR, HEIST, DEATHMATCH

SU-07: MONEY BAG

The Money Bag setting lets you alter the number of money bags your purloiner must collect in the "Heist" game. If you choose a higher setting, you will need to locate a higher number of money bags.

HEIST

SU-08: TANK TURRET

If you are playing the Tank game with multiple players, one player may opt to control the tank turret only, as opposed to controlling the entire tank.

TANK

SU-09: LAPS

The Laps setting allows you to decide the number of laps you wish to take in the "Race" multiplayer game. A lap is one circuit around the track. A track is what the players are racing on.

RACE

APPENDIX HARDWARE

USE AND FIELD MAINTENANCE OF HEAVY WEAPONRY

IMPORTANT PRECAUTION! It is of vital importance that you never allow unusually large and erotic. Note that cocon similar to Richard M. Nixon's dog, Checkers

I had an appendix once, but the sawbones took it. Kinda like the poor blokes in this photo.

Understanding the weapons of war is a step toward winning the war. Failing to understand the weapons is a step toward losing the war. Slightly comprehending the weapons is a step toward becoming only partially victorious, but not really. React accordingly.

HW-01: MACHINE PISTOL

OPERATING PROCEDURE

Always point the muzzle away from your body. The muzzle is the pointed nub on the front of the gun that becomes warm after use.

B DRAW/HOLSTER
A MANUAL RELOAD
R AIM
Z HOLD FOR FULL-AUTO

HW-02: SEMIAUTOMATIC RIFLE

OPERATING PROCEDURE

Unless your Controller contains an "Unlicensed Rapid-Fire Cheating Mechanism," you will need to press the Z Button once for each shot.

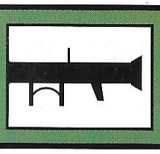
B DRAW/HOLSTER
A MANUAL RELOAD
R AIM
Z FIRE

HW-03: LARGE PISTOL

OPERATING PROCEDURE

Step One: Aim. Step Two: Adjust the zoom on the scope until you are satisfied. Step Three: Pull the trigger for a one-shot kill.

B DRAW/HOLSTER
A MANUAL RELOAD
R AIM
C ZOOM IN/OUT
Z FIRE

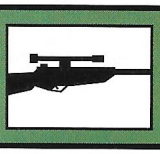


HW-04: BAZOOKA

OPERATING PROCEDURE

The bazooka fires long-range, high-explosive shells. Thusly, the bazooka operator will want to shoot objects from a distance to avoid injury.

B DRAW/HOLSTER
R AIM
Z FIRE



HW-05: SNIPER RIFLE

OPERATING PROCEDURE

Use the sniper rifle to eliminate your enemies from a great distance. It is a useful weapon if you wish to increase your Head Shot statistics.

B DRAW/HOLSTER
A MANUAL RELOAD
R AIM
C ZOOM IN/OUT
Z PRESS TO FIRE/HOLD FOR LASER SIGHT & RELEASE TO FIRE

HW-06: FLAMETHROWER

OPERATING PROCEDURE

The flamethrower is able to roast Tediz and weenies with equal ease. NOT for use underwater or in the gas-filled bowels of Poo Mountain.

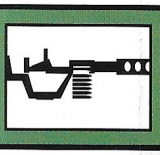
B DRAW/HOLSTER
R AIM
Z HOLD TO FIRE A SHEET OF FLAME

HW-07: TOMMY GUN

OPERATING PROCEDURE

The tommy gun is the weapon of choice for both gangsters and gangster "wanna-bes." It tends to aim high, so adjust accordingly.

B DRAW/HOLSTER
R AIM
Z HOLD FOR FULL-AUTO

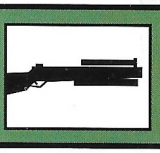


HW-08: TURRET GUN

OPERATING PROCEDURE

The turret gun is too heavy to be moved, which means that you cannot carry it. Rather, sit in the seat and fire at will.

A JUMP IN/JUMP OUT
C ZOOM IN/OUT
Z FIRE

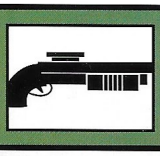


HW-09: CROSSBOW

OPERATING PROCEDURE

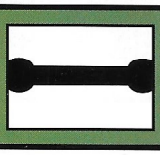
Operating a crossbow often requires years of training and practice. That's why laser sights have been installed.

B DRAW/HOLSTER
R AIM
C ZOOM IN/OUT
Z PRESS TO FIRE/HOLD FOR LASER SIGHT & RELEASE TO FIRE



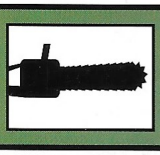
HW-10: SHOTGUN
OPERATING PROCEDURE
The shotgun will need to be pumped, or "cocked," after each use. Make sure that you never go off half-cocked.

B DRAW/HOLSTER | R AIM | Z FIRE *



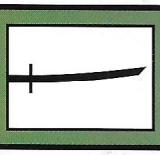
HW-11: BONE BAT
OPERATING PROCEDURE
Though an older model, the bone bat is still an effective weapon in close quarters. Be sure to follow through on your swing.

B DRAW/HOLSTER | Z SWING



HW-12: CHAINSAW
OPERATING PROCEDURE
Many films have been made about the chainsaw's cutting properties. Do not be duped by propaganda—it is a weapon, not a toy.

B DRAW/HOLSTER | Z SWING

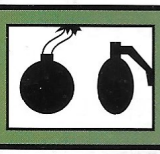


HW-13: KATANA
OPERATING PROCEDURE
Wielding a katana will grant the wielder incredible powers of leaping. Always place the pointy end into a Tediz.

B DRAW/HOLSTER | Z SWING

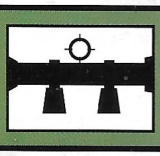
HW-14: THROWING KNIVES
OPERATING PROCEDURE
Aiming the throwing knives can be difficult. To increase your chances of success, always aim at whatever it is you wish to hit.

B DRAW/HOLSTER | R AIM | Z THROW *



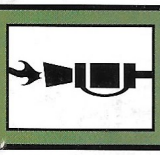
HW-15: BOMBS / GRENADES
OPERATING PROCEDURE
There are several bomb types, including rock bombs and black bombs. The longer you hold the bottom C Button, the farther it will travel.

C▽ PRESS FOR SHORT THROW/ HOLD THEN RELEASE FOR LONGER THROW



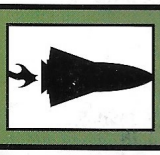
HW-16: TELESCOPING SIGHT
OPERATING PROCEDURE
The telescoping sight can be attached to a tank only. It is too large to attach to any other weapon. Do not try to do so.

R AIM | C△▽ ZOOM IN/OUT



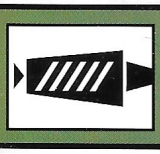
HW-17: NITRO BOOSTER
OPERATING PROCEDURE
To operate the nitro booster in the Race level, press the Z Button. To operate it on the Tank level, press the A Button.

A OR Z FIRE
(TANK) (RACE)

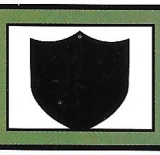


HW-18: MISSILE
OPERATING PROCEDURE
To launch a missile, you must first locate a missile. Once the missile has been located, it may then be launched.

Z FIRE



HW-19: HIGH-VELOCITY GUN BARREL
OPERATING PROCEDURE
There is no need to operate the high velocity gun barrel, as it will automatically be used at the moment it is attached to a tank.



HW-20: SHIELD
OPERATING PROCEDURE
Shields will prevent you from being heavily damaged for a short while. To avoid damage for a long while, simply turn off your "Nintendo 64 console."

HW-21: POWER BOOST PILLS
OPERATING PROCEDURE
Power boost pills will grant the user a temporary speed boost. They are most commonly used by Frenchy refugees and short-distance sprinters.

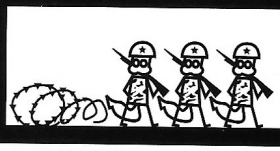
STRAFING TECHNIQUE

Strafing, or moving from side to side or up and down while firing your weapon, is a useful skill to master. Simply ready your weapon, aim, and then move from side to side or up and down.

R + C◁▷△▽ MOVE IN FOUR DIRECTIONS WHILE AIMING

* = You can Strafe with this Weapon

APPENDIX WAR IS HELL!!!



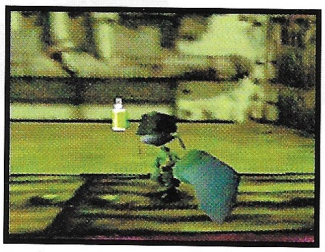
IMMINENT HOSTILE CONFLICT

IMPORTANT PRECAUTION! In the event of war, enemies will arm themselves with the intent of introducing your body to foreign objects, such as bullets and knives. The effect of such items is a stinging sensation that is usually one of the warning signs of death.

TOTAL WAR SCENARIO

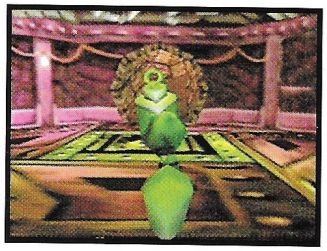
Should the war between the Squirrels and Tediz erupt in the Total War scenario, either side will resort to chemical weaponry. To the dismay of many a pacifist, the chemicals used are of the lethal variety.

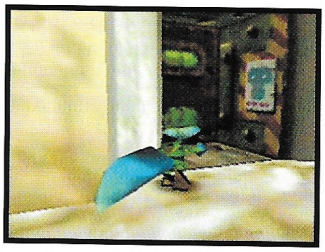
Procurement of the Lethal Canister



Either side has a canister of lethal gas placed in a placement place, which the opposing side must infiltrate. Soldiers may not use their own team's canister. Only the canister of the rival team will be usable. As long as a soldier possesses the rival team's canister, said soldier will be unable to use weapons.

Chemical Dispersion and Safety





Upon securing a canister, the soldier must descend into the rival team's sewer tunnels. Dispose of the canister by releasing it into the hole in the floor panel on the floor. Thereafter, all soldiers must secure gas masks or remain in the room with the hole in the floor to survive.

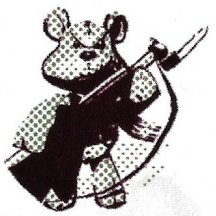
THE TEAMS

THE SQUIRREL HIGH COMMAND

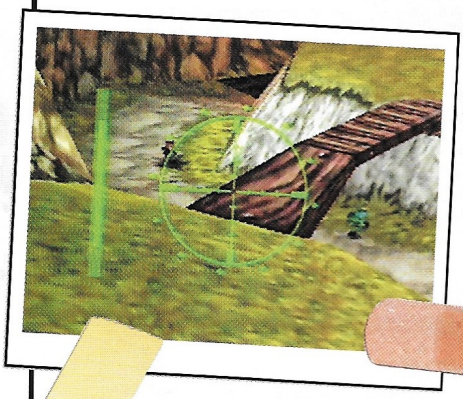
The battalion of rodents known as the Squirrel High Command, or SHC, are at war with the Evil Tediz. Due to their opposition to the Tediz, Squirrels must not attack other Squirrels, who can be distinguished by their Squirrel-like features and un-Tedizlike appearance.

THE EVIL TEDIZ

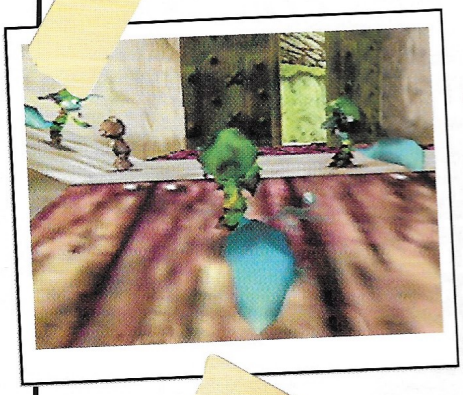
Opposing the opposition are the Evil Tediz. Regardless of which team's side you take, your soldier will handle the same and have the exact same opportunities. In other words, the Tediz are exactly the same as the Squirrels, except that they look different and spell their team name, "Squirrels," using the letters T, E, D, I and Z.



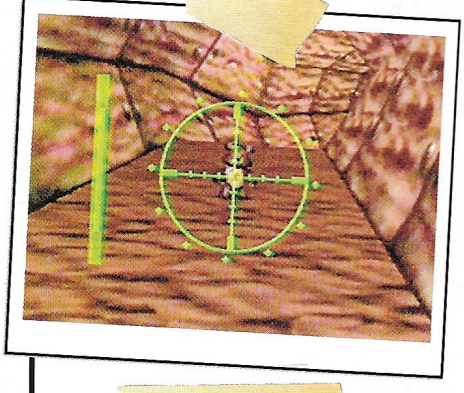
TOTAL WAR SCHEMATIC



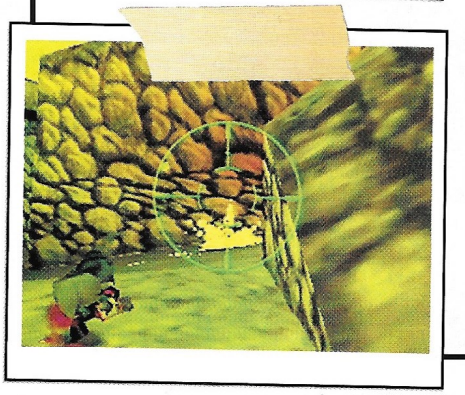
1. Shack up in the Sniper's nest and use the rifle up there. Hit R to bring up the sights and top C to zoom in. Be sure to spy directly across the way while up there—the enemy's got Sniper nests over there.



2. While one team member is off getting the canister, the other soldier should guard the base. Stake out the front entry to pick off unwanted guests. I hate party crashers!



3. Tricky! Tricky! Guard the sewer passages, since the enemy will have to drop off the canister there. Bring a weapon with a scope since the long halls give plenty of time to mark a target.



4. The bazooka's out in the middle of the field. If the coast's clear, go for it. This baby's perfect for cleaning out the enemy's Sniper nest. Time to take out the trash!

SETUP OPTIONS:

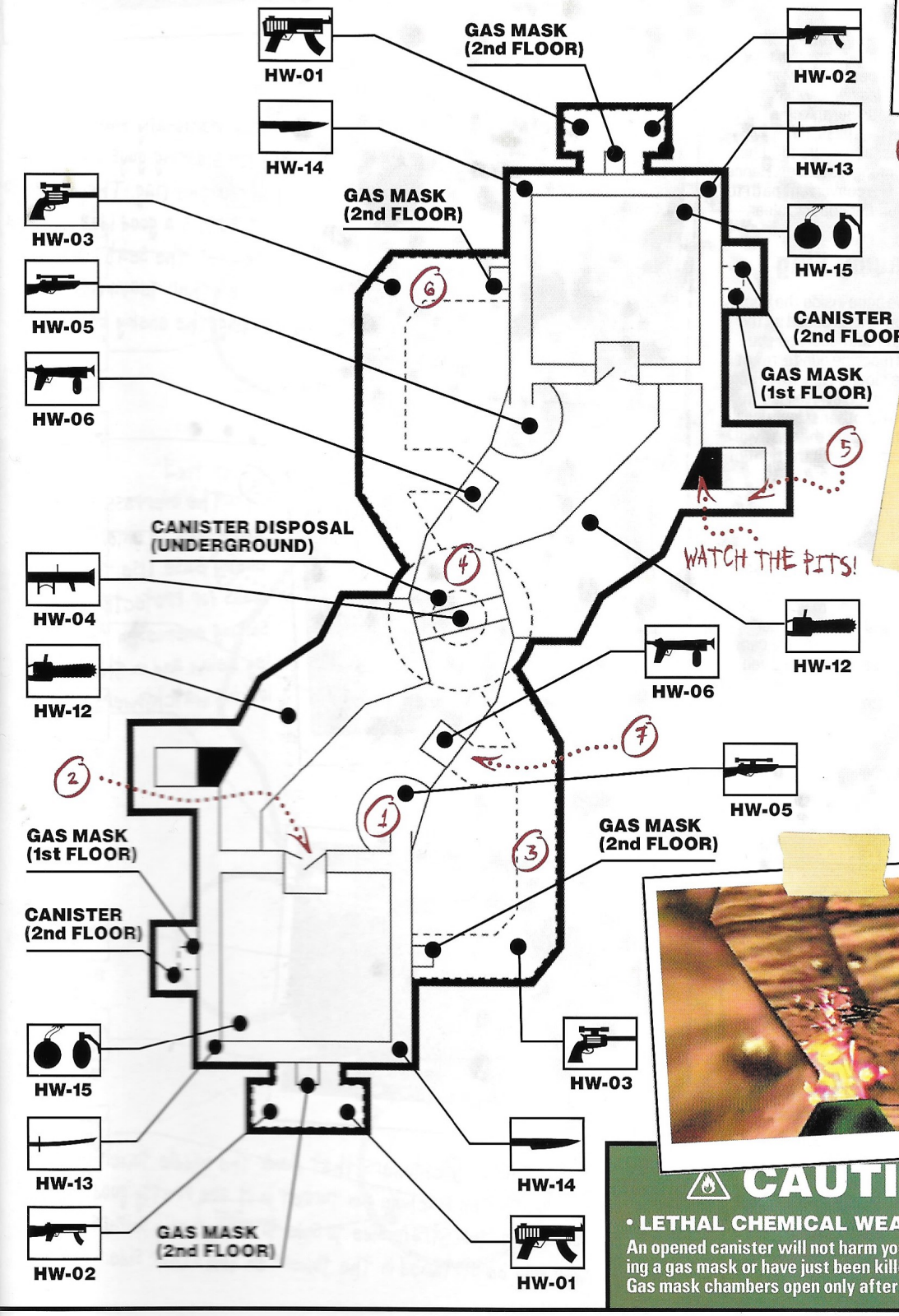
SU-01 SU-04

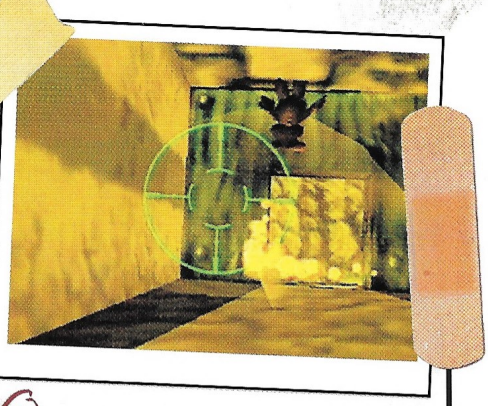
SU-05 SU-06

AVAILABLE HARDWARE:

HW-01 HW-02 HW-03 HW-04 HW-05

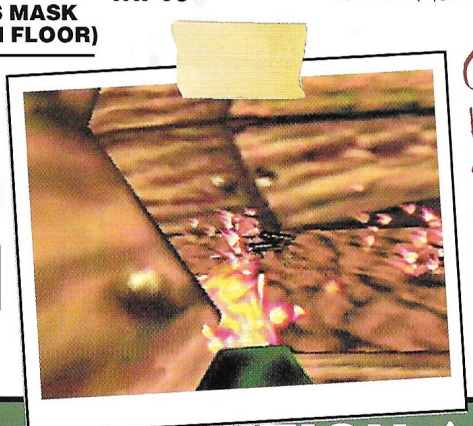
HW-06 HW-12 HW-13 HW-14 HW-15





5 Whoa! Watch out for those pits! It's a little dangerous around here, but it's also prime real estate for setting up shop for ambushes. And watch your back!

6 When going for the canister, this is a pretty good way to approach. Yeah, this vantage point provides a pretty good place to snipe the enemies...

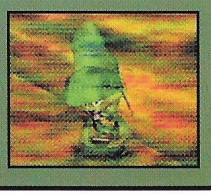


7 I'd drop into this hole to land in a little dead-end side passage. It's a sweet ambush spot, especially since there's a flamethrower. Hot!!!

⚠ CAUTION ⚠

• LETHAL CHEMICAL WEAPONS

An opened canister will not harm you if you are either wearing a gas mask or have just been killed by its lethal fumes. Gas mask chambers open only after a can has been opened.



COLORS SCENARIO

Historically fought over land and political ideals, a war, as in the Colors scenario, may be fought over a flag. The flag symbolizes all that a warring faction is fighting for, and by capturing its flag, the rival side will show the enemy that it should work toward real goals instead of sewing something together and leaving it on a flagpole.

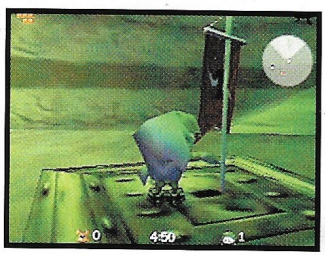
Traversing to the Opposite Side

Bisecting the area of conflict is an overpass that serves as an artery to either base of operation. If you traverse the overpass, you will be an open target for snipers. A chain saw resides on the overpass, but it will not help you assail snipers for it has no effect over long distances. Hence, the overpass is a convenient path to take only when the coast is clear.

Locating and Capturing the Enemy Flag

Once you have gone inside the enemy base via entering it, proceed up the ramps, treading cautiously as you approach the machine gun turret at the top of the sloped walkway. From the machine gun turret, walk up the left hallway to another sniper nest. Find the flag by exiting the nest via the exterior walkway to the right of the frontal window opening.

Flag Retrieval and Placement

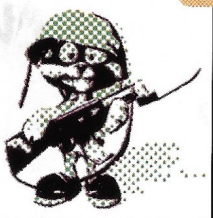


Take the enemy flag from its post on the exterior ledge of the enemy base and carry it back to your base from whence you came. On your way to whence you came, you can plant the flag by pressing B so you can arm a weapon. Walk up to the flag using an approaching motion to reclaim it. Plant said reclaimed flag in your base's flag holder (see map).

THE TEAMS

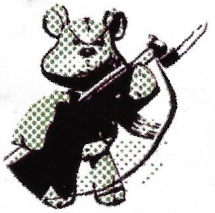
THE SQUIRREL HIGH COMMAND

The SHC (see page 96) is at war with the Tediz (see page 96) and look nothing like them (see page 96). The chief objective for the SHC in the Colors scenario is for the Squirrels to infiltrate the enemy base and secure its flag, which is of the color red.

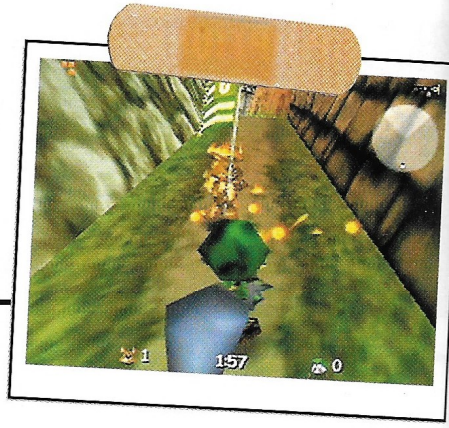


THE EVIL TEDIZ

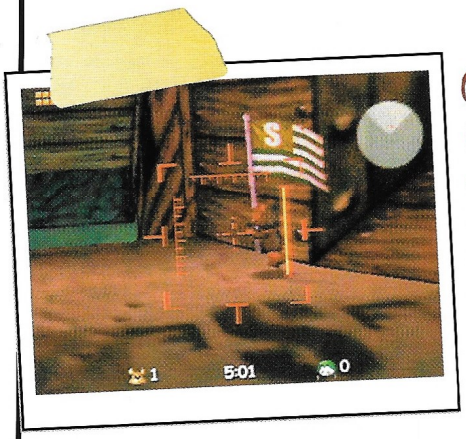
Ordered with the same orders as the SHC, the Evil Tediz must procure their enemies' flag. The Evil Tediz' flag is a primary color, red. By contrast, the SHC possesses a flag that is of a secondary color—green—which is a mixture of two primary colors—blue and yellow. When colors clash, so begins a war.



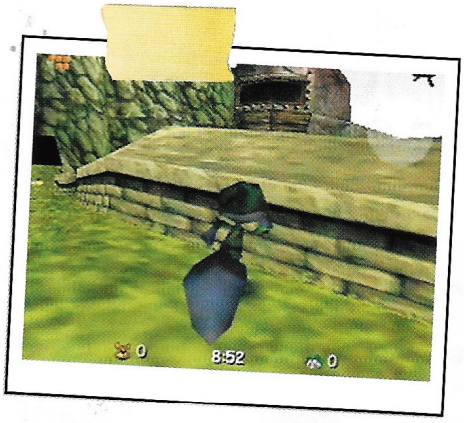
COLORS SCHEMATIC



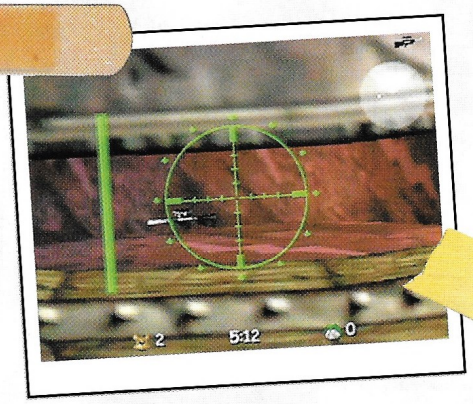
1. Yikes! Stay away from this death trap. Snipers have an easy shot at this trench, and its tight walls leave little room for escape.



2. The stationary machine gun is good for blasting guys who are going after the flag. They have to go by it, so it's a good idea to have someone keep the seat warm while the other teammate's off infiltrating the enemy base.



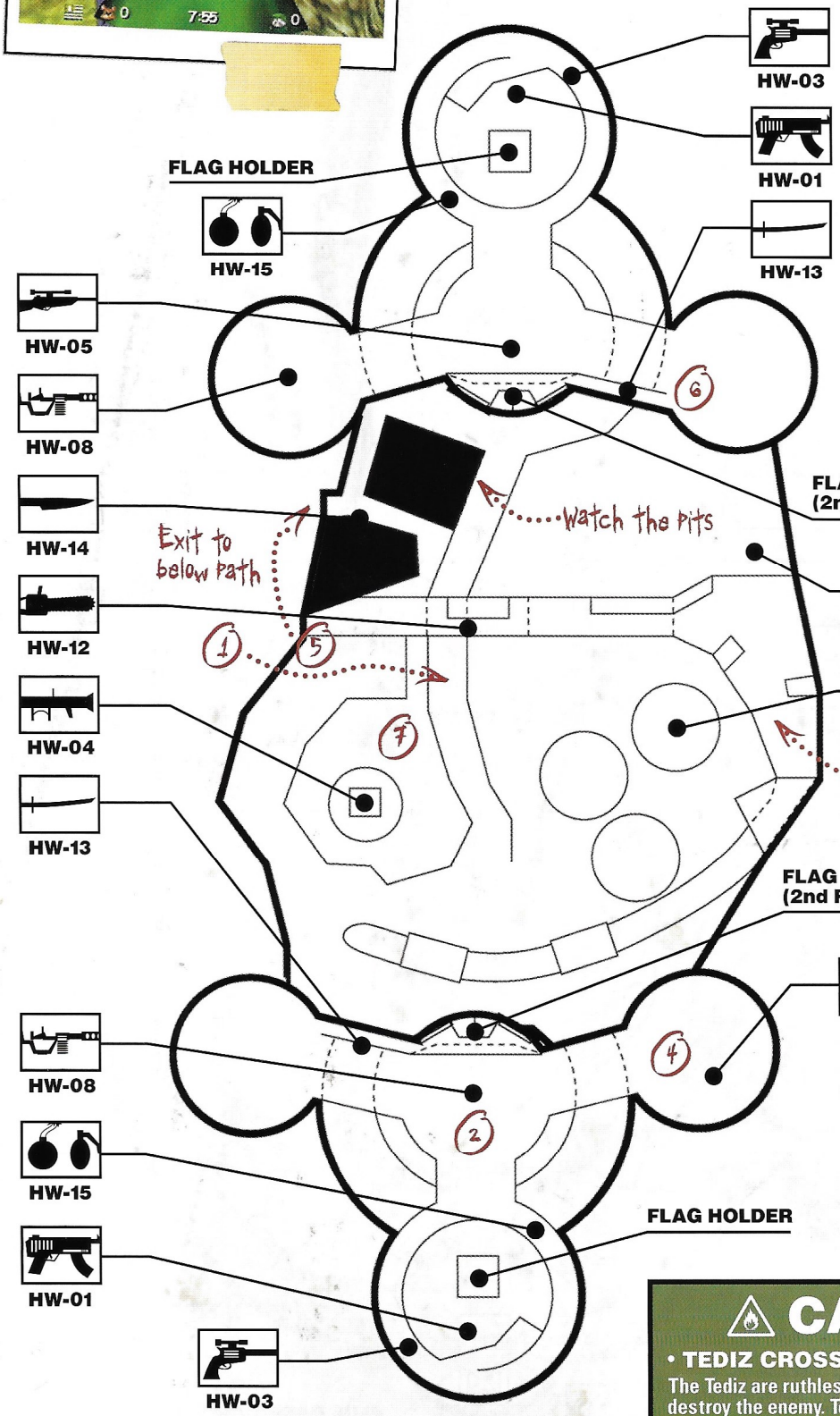
3. The overpass is a quick way to enter the enemy base. Use the brick walls for protection when sniping enemies in the valley below and in the overlooking watchtowers.

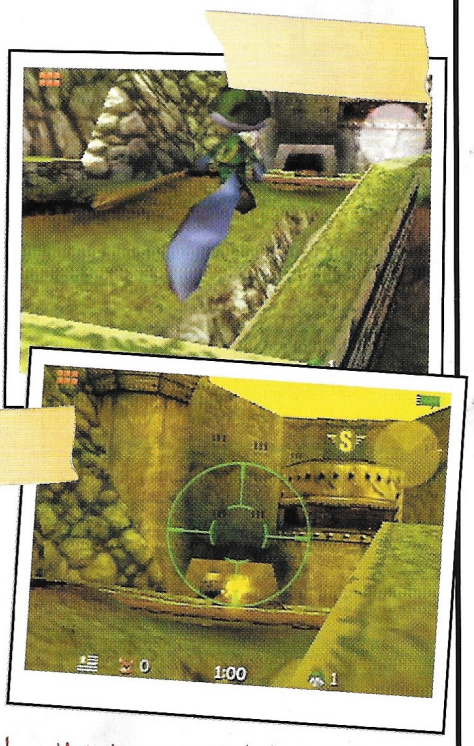


4. Those watchtowers that flank the middle tower with the machine gun turret in it are pretty good for sniping, too. Strafe side to side to avoid enemy snipers who may be stationed in the towers on the other side.

(5) At the end of the overpass is a tunnel that'll take me to lower ground and a bit closer to the enemy base. This is a good route to take 'cause it's quick and provides decent cover.

(6) The flag's in the small side passage that leads out of the left-hand watchtower. If I snagged it, I wouldn't head back the way I came in. Instead, I'd save time by leaping off the ledge. I'll lose one bit of health doing it, though...





(7) Ooooh... Here's a good spot to get all sneaky. Let's see... I just have to drop off the bridge to get here, and there'll be a handy bazooka waiting for me. Then I'll be able to blast those snipers!

⚠ CAUTION ⚠

• TEDIZ CROSSING

The Tediz are ruthless soldiers who will use any means to destroy the enemy. Tediz are best dispatched from afar, especially if you are already far away.

I'd Rather be Getting...

APPENDIX TANKED

Check out page 81 for tank controls

CONTROLLING A MOBILE TREADED COMBAT VEHICLE

IMPORTANT PRECAUTION! Tanks are heavy, which means that they weigh a great deal. If your tank collides with another tank, the two tanks will not be able to negotiate safe passage unless one of the aforementioned tanks yields the right of way to the other, also previously aforementioned, tank.

SETUP OPTIONS: SU-01 SU-02 SU-04 SU-05 SU-06 SU-08

AVAILABLE HARDWARE: HW-16 HW-17 HW-19 HW-20

TANKS: A BRIEF LESSON

Your tank will be used to transport hazardous materials, such as highly unstable chemical weapons. To avoid collateral damage, it is imperative that your tank be maneuvered in such a way that enemy tanks are not able to secure the chemical weapons before you are able to secure them.

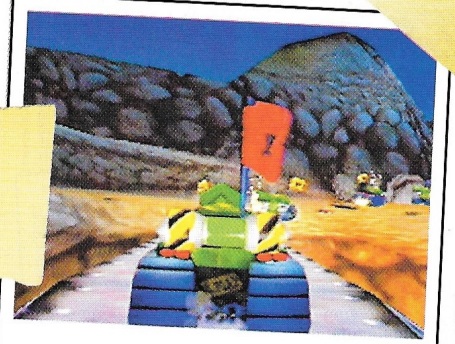
HW? RANDOM HARDWARE PLACEMENT

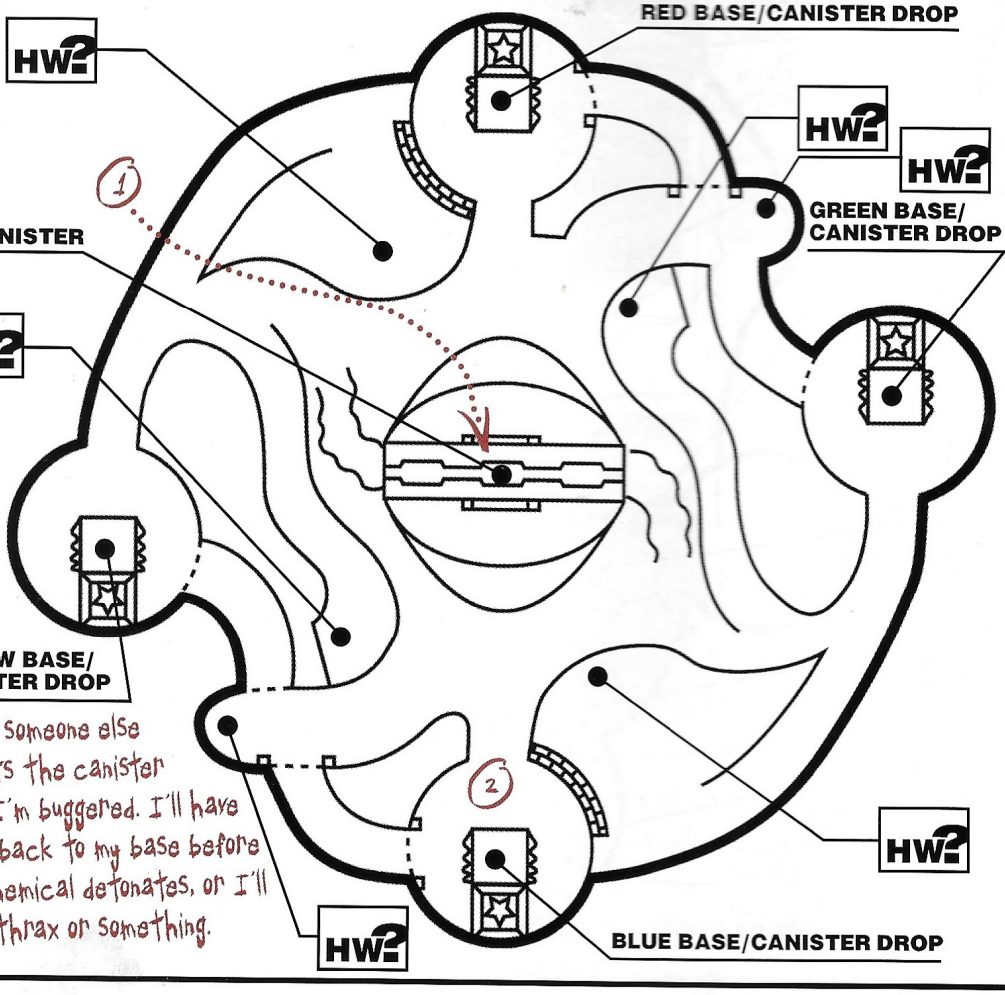
Hardware found at these locations will vary depending on a complicated algorithm used by the "game designers."

Locate the Canister and Return to Base

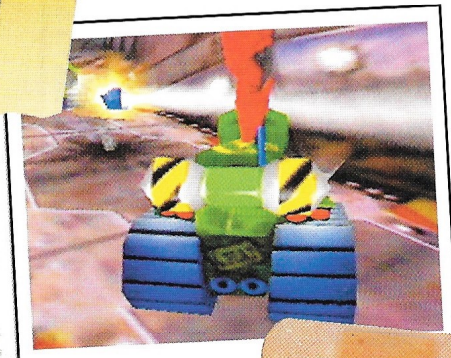
The canister will always be located in the middle of the battlefield. Picking up the canister is a simple matter of manipulating your tank until it rests atop the canister. Once the canister is secured, return posthaste to any base.

TANK SCHEMATIC





1 Screw the turret! If I grab the canister and just go back to my base, enemy tanks explode! I don't even need to shoot anyone, which is a relief because this game gives me nasty flashbacks.



2 If someone else gets the canister first, I'm buggered. I'll have to run back to my base before the chemical detonates, or I'll get anthrax or something.

APPENDIX RACE

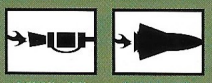
Skim page 63 for jetboard controls

MANEUVERING JETBOARDS AT EXCESSIVE RATES OF SPEED

IMPORTANT PRECAUTION! As the name implies, the jetboard is little more than a single board to which a jet is attached. Since the jetboard does, in fact, have a jet attached to it, it moves much faster than a board that lacks a jet. Therefore, you will need to make directional changes with little warning.

SETUP OPTIONS:

AVAILABLE HARDWARE:



RACING THE JETBOARD

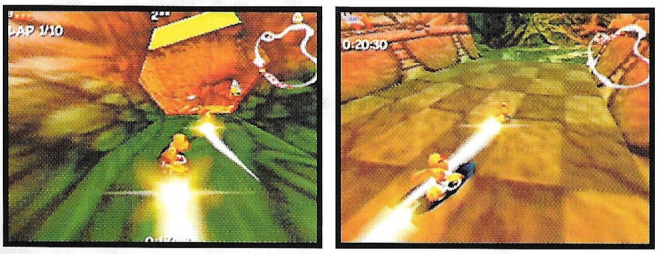
The object of the jetboard race is to be the first rider to complete a number of circuits around a track (see pg. 93.) To achieve victory, it is important not to let other racers travel faster than you.

⚠ CAUTION ⚠

• HIGH SPEEDS & NARROW TURNS

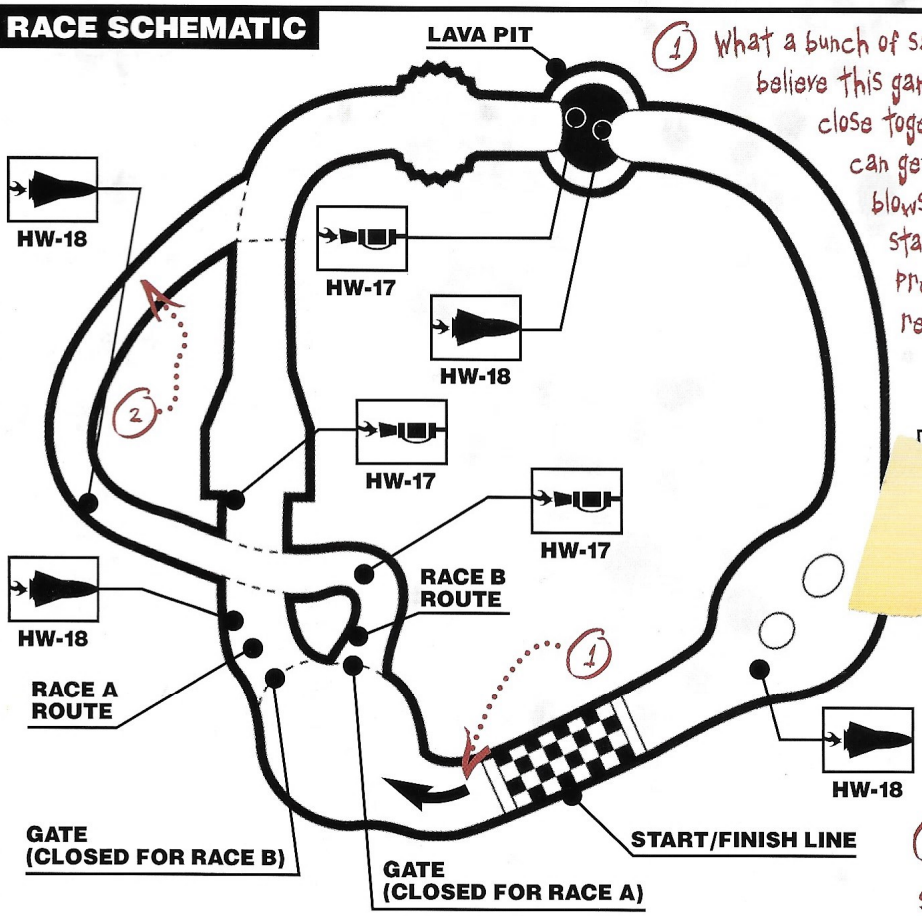
The faster an object moves, the less time it has to react to sudden turns, walls, etc. Hitting an obstacle at a high rate of speed may result in mangled or severed limbs, cramping, rectal collapse or full body displacement.

Suggested Mid-race Battle Techniques

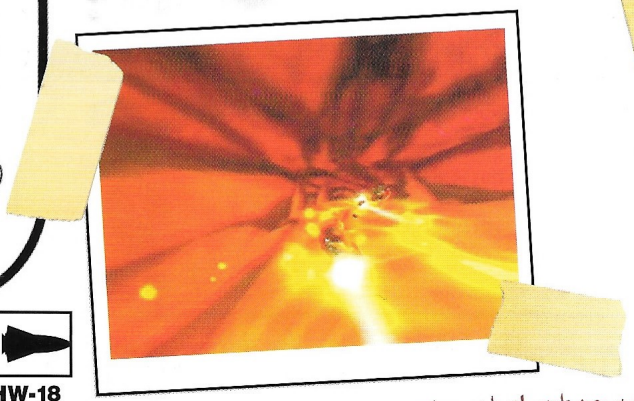


Scattered along the racetrack are a number of "power-ups," or special items, that you may collect. These items, such as missiles and nitro boosters, can then be used to improve your chances of success. See Hardware on pg. 95 for further details.

RACE SCHEMATIC



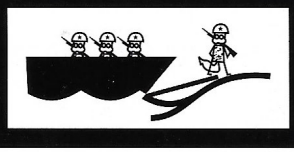
1 What a bunch of saps. I can't believe this game starts us so close together. Hell, if I can get in a few good blows right at the start, I'm sitting pretty for the rest of the race!



2 The missile is a groovy weapon at short range. If I use it in the small cave passageways, it seems to be a lot more effective. Hey, at least there's no more friggin' dinosaur legs to run into.

APPENDIX BEACH

I hope this isn't a nude beach. Naked Frenchys... ugh.



ON THE TOPIC OF HARD-LINE IMMIGRATION POLICIES

IMPORTANT PRECAUTION! Remember that the idea behind the Beach game is to make your way UP the beach. While it may be cognoscible to dive into the water and swim about, such asininity is NOT what the "game developers" had in mind when they created Co[illegible]'s Bad Fur Day.

REFUGEE FLIGHT

You may choose from two sides in the Beach game. If you fight as a Tediz, your goal will be to eliminate Frenchys. If you choose to be a Frenchy, your goal will be to avoid Tediz attacks in a quest for safety.

Avoiding Shrapnel and Other Ordnance

As a Frenchy, you must make your way up a beach and through a number of obstacles to a waiting rescue vehicle. Along the way, you will be assaulted by Tediz firepower. Also note that a time limit has been imposed on your exploits, therefore fast running will be vital.

How to Discourage Refugee Survival

If you take up arms as a Tediz aggressor, you will have the choice of three different weapons: the bazooka, the sniper rifle or the turret gun. To eliminate a Frenchy, simply use one of the three aforementioned weapons in its prescribed manner while aiming it at a fleeing figure. Success will then be forthcoming.

OPPOSING FORCES

THE FRENCHYS

Frenchys are refugees who have been evicted from the land that was previously their homeland by invading forces bent on wanton destruction. As this is an "equal opportunity" game, you will have the equal opportunity to control Frenchys of both genders.

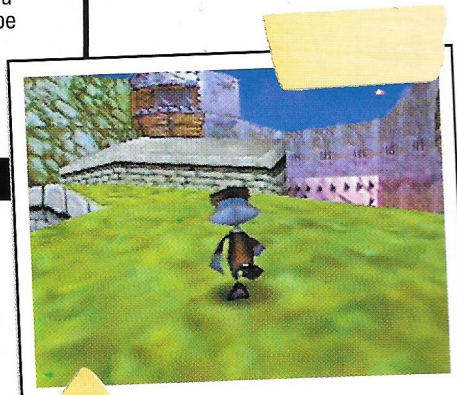
THE EVIL TEDIZ

The Tediz are the invading forces bent on wanton destruction which were mentioned above (see pg. 102). Note that the adjective "evil" (see above) represents a subjective ideal, and that what may appear evil to one combatant may, in fact, be somewhat benign to another.

BEACH SCHEMATIC

(1) FRENCHY TIP:
The quickest path is straight over the first bridge and through the canyon, but that big-arse Tediz gun will probably air-condition my head before I can make it.

(2) FRENCHY TIP:
If I take the path that leads to the left, I'll find a big container of power boost pills. They must be caffeinated or something, because they make me run really fast.



(3) FRENCHY TIP:
The right pathway leads across a narrow little ledge thingie. I can crawl behind the walls with the Z Button, and then just run once I'm in the open. Then that big opening at the end leads straight down. Cool beans!

SETUP OPTIONS:

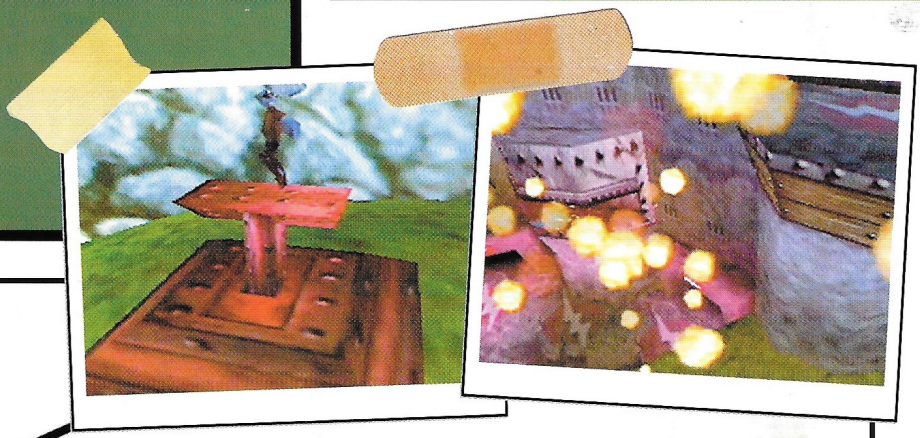
SU-01 SU-03

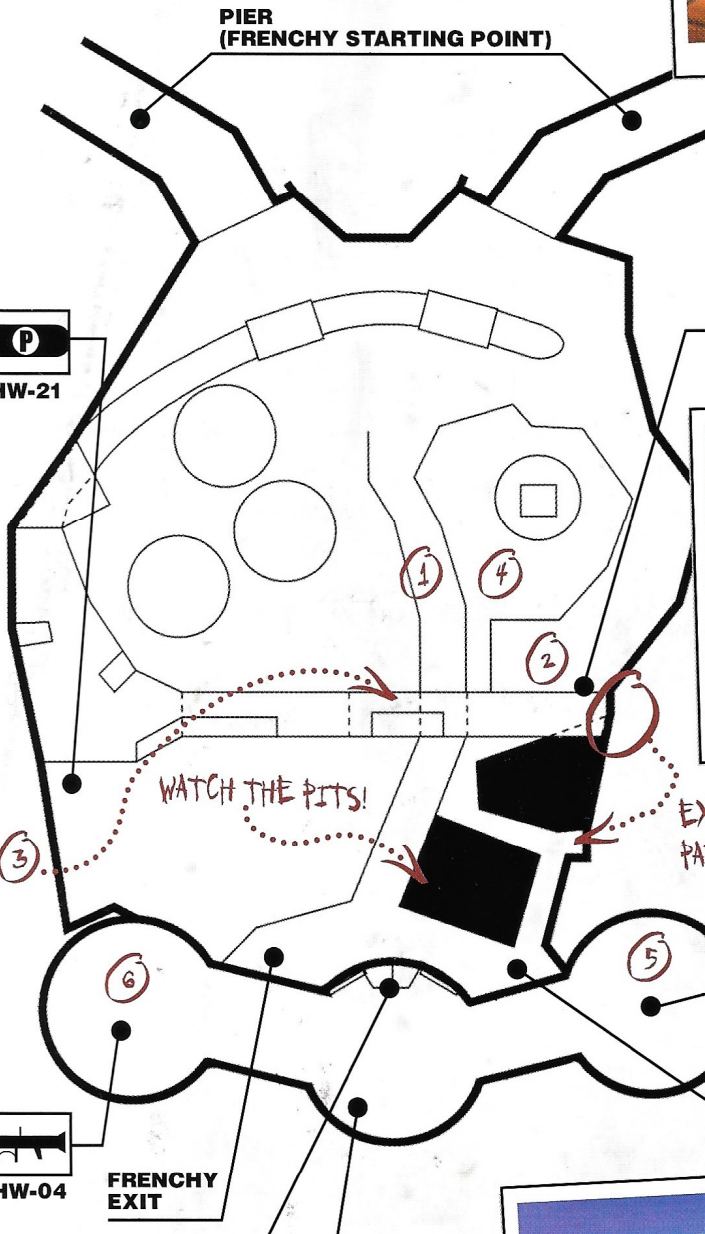
SU-04

AVAILABLE HARDWARE:

HW-04 HW-05

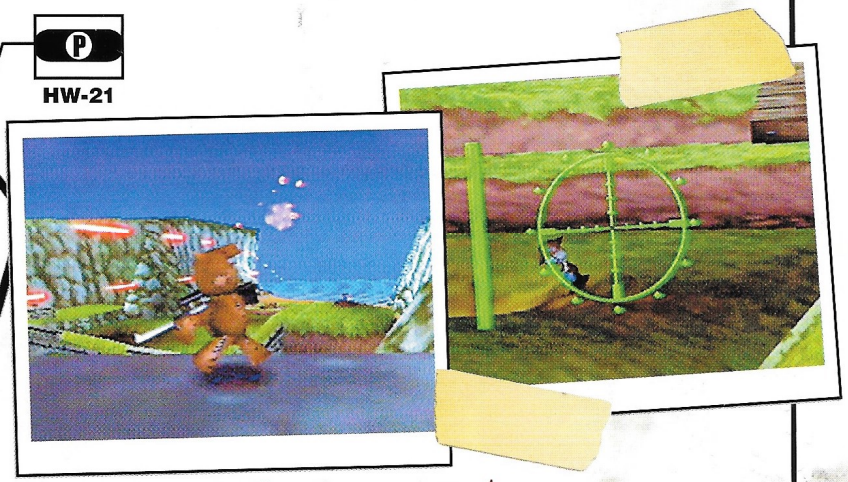
HW-08 HW-21





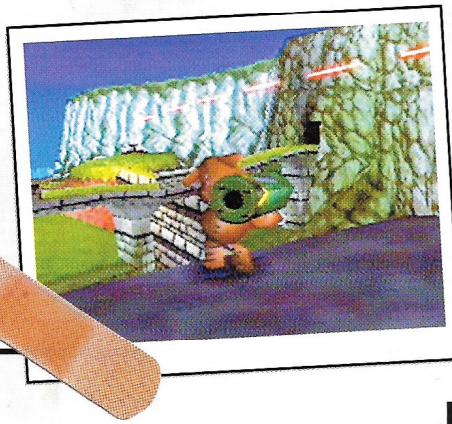
4 FRENCHY TIP:

The plunger rocks my lame arse! If I can reach it, it'll blow up the Tediz bunker and give those bears what-for. I have to take the right path and then fall on a narrow ledge to find it.



5 TEDIZ TIP:

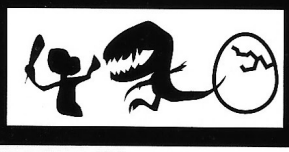
I hate playing as a Tediz after all the %*^@! they gave me during that "War" level, but that's why Rare pays me. If I head right once I start, I can use the Sniper rifle. It's a good way to track Frenchy movements, but I'll want to hit them while they're far away.



6 TEDIZ TIP:

The bazooka takes a long time to reload, but it can't be beat for accuracy and firepower. The turret gun is wicked but not very accurate. If I were one of those nerdy weirdos who plays games to win, I'd go with the bazooka. Otherwise, I'll stick with the big gun.

APPENDIX RAPTOR EAT ME!



SURVIVAL OF THE FITTEST

IMPORTANT PRECAUTION! Mother Raptors instinctually nurture and protect their hatchlings and eggs. DO NOT attempt to endanger a mother Raptor's nest unless armed with appropriate weaponry or the desire to do the nurturing yourself by offering yourself as baby dino food.

PRIMITIVE HUNTING

Since primitive times, carbon-based organisms have required food, one of the most vital of physiological needs. In fact, food is generally believed to be the main dietary supplement eaten by most creatures.

The Caveperson's Quest for Sustenance

People of prehistoric times—often referred to as "people of prehistoric times" or, perhaps, "cavepeople"—find dinosaur eggs to satisfy their need for food-need satisfaction. When a caveperson manages to secure such an egg, said person must bring it to the tribe's frying pan.

The Dinosaur's Quest for Sustenance

Cavepeople prey upon the Raptor dinosaurs' eggs. In turn, Raptors prey upon cavepeople, who are conveniently bite-size and desired by Raptor hatchlings. Raptor dinosaurs can capture one caveperson in its jaws at a time and either swallow said person or bring said person back to the Raptor nest to feed to the young.

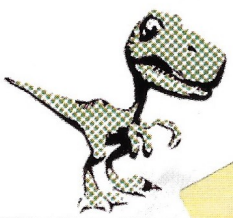
THE TEAMS

THE UGAS

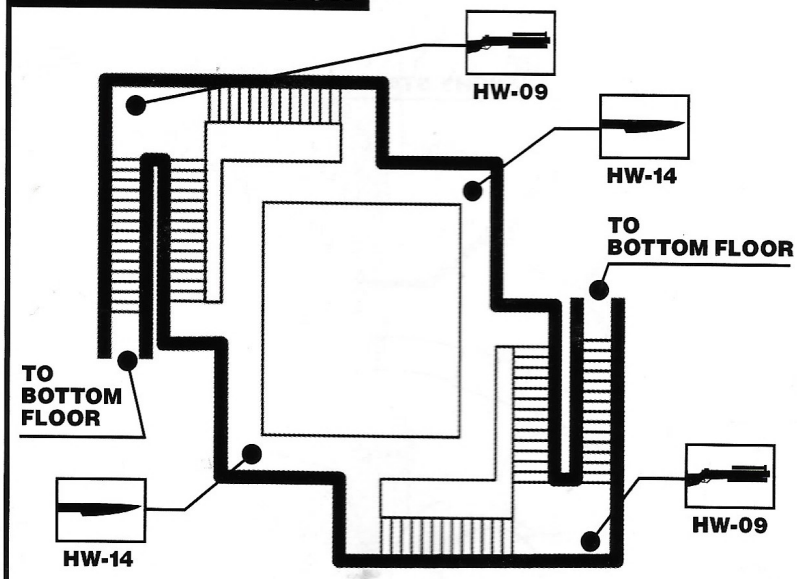
The Uga cavemen risk Raptor attacks in their hunt for dinosaur eggs. If an Uga captures an egg, he must prepare it for cooking by bringing it to his tribe's frying pan. Upon walking across the pan's handle, the Uga will release the egg into the pan. The Uga team will win a pair of points (collectively known as "two points") for every egg that is successfully brought to the frying pan.

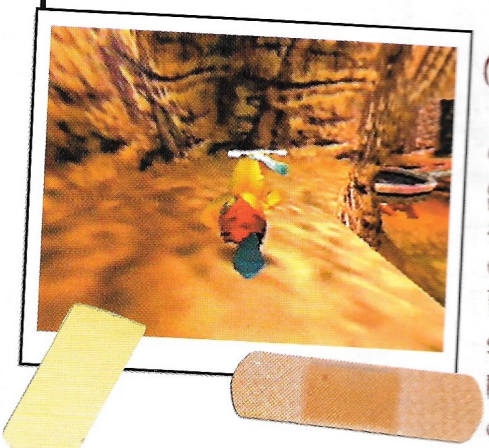
THE RAPTORS

Raptors cannot use weapons and can attack only with their jaws, which are controlled by a press of B or Z. If a Raptor can capture an Uga in its jaws, it will earn one point. Following up with another press of B or Z will cause the Raptor to swallow its victim. If, instead, the Raptor brings its victim to its nest to feed its baby, the Raptor team will win an additional point.



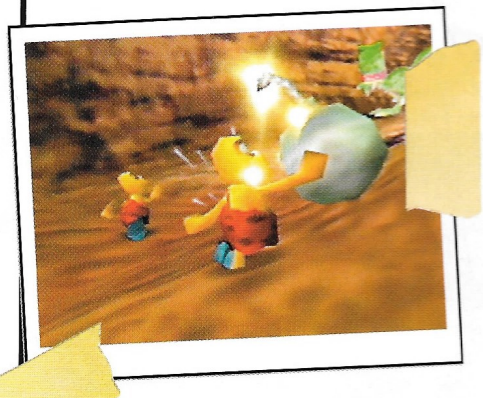
TEMPLE TOP FLOOR





1 UGA TIP

Hmmmm. . . If I were a caveman, me would no speak as good as me do now. Me would also find weapon. Only Ugas can use weapons located in area. Raptors no can use weapons. Me start game with Bone Bat only. Me can no use weapons if me carrying egg.



2 UGA TIP

Me like bombs. Bombs go boom. Boom hurt dinosaur. If me drop bomb on dinosaur it go extinct. Long-range weapons work good against dinosaur. Me no like fighting dinosaur up close.

SETUP OPTIONS:

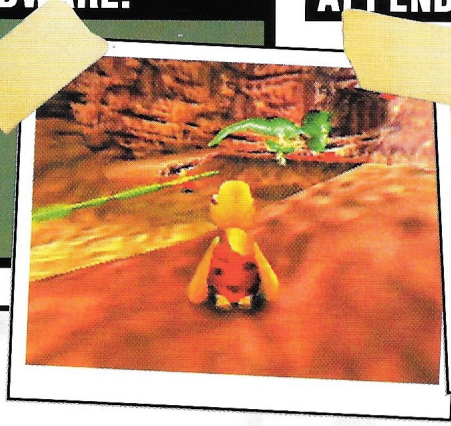
SU-01 SU-03 SU-04

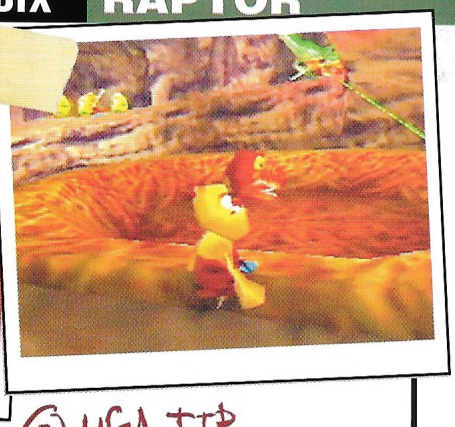
SU-05 SU-06

AVAILABLE HARDWARE:

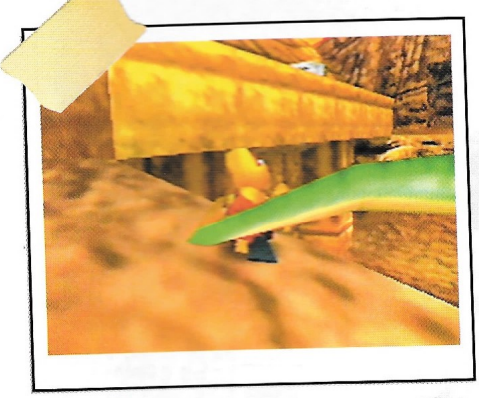
HW-09 HW-11

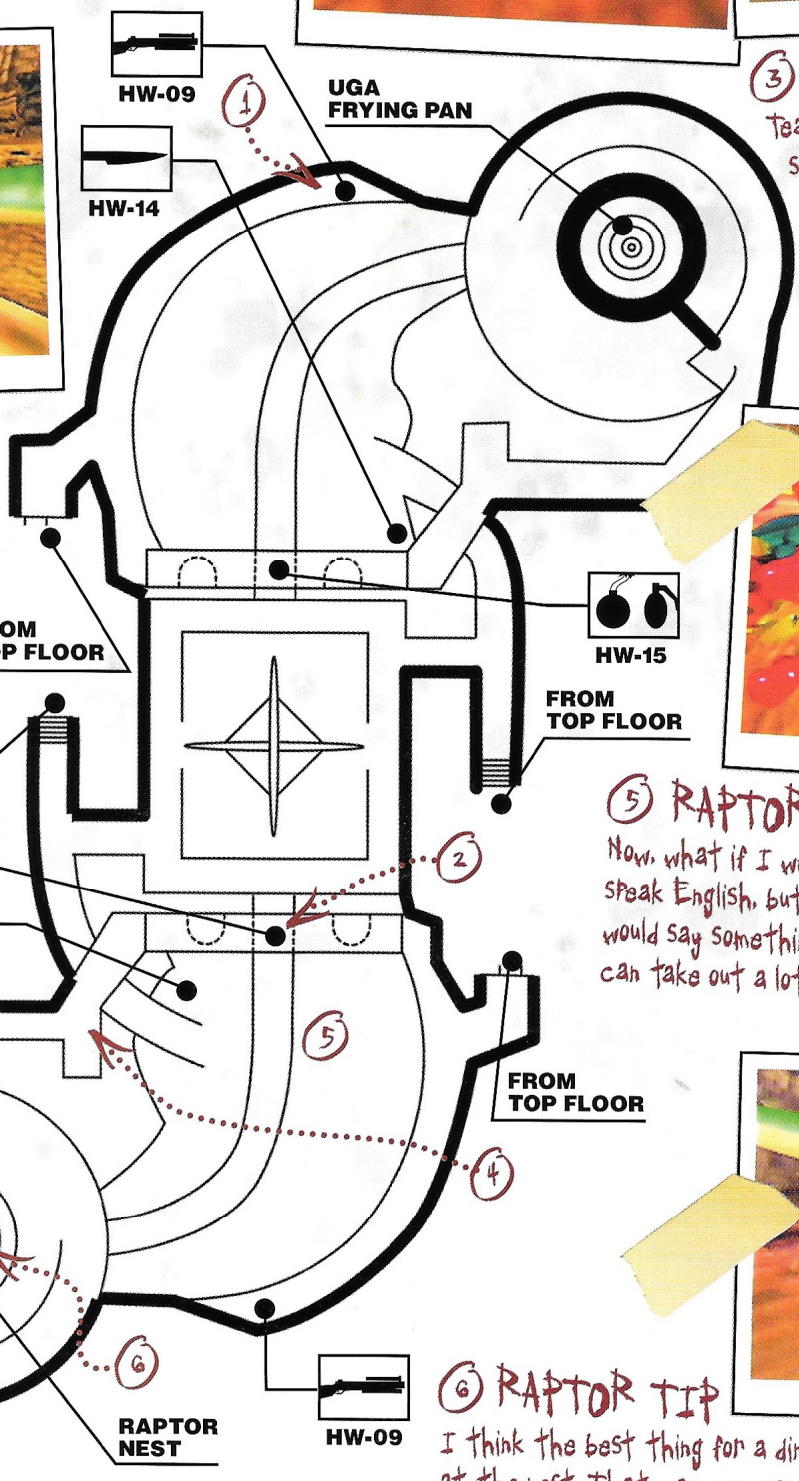
HW-14 HW-15





TEMPLE BOTTOM FLOOR





3 UGA TIP

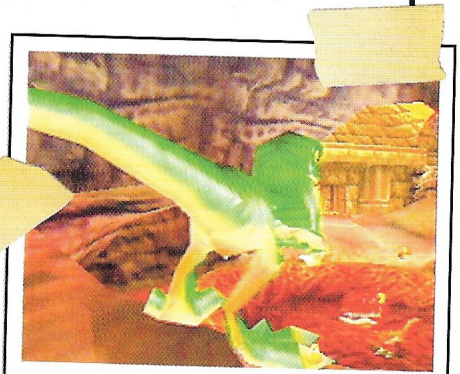
Teamwork good. Many Ugas should keep Raptors occupied. If many Ugas distract dinos, another Uga can sneaky-sneaky steal egg. Me like that plan.

4 UGA TIP

If Raptor chasing me and getting too close, me must keep jumping. If me jump plenty me can avoid dinosaur jaws. Me can also shake dino from my tail if me fall off ledge. Dino no usually follow.

5 RAPTOR TIP

Now, what if I were a Raptor? They don't speak English, but I'm guessing their hint would say something about eating Ugas. Raptors can take out a lot of those little guys at once.



6 RAPTOR TIP

I think the best thing for a dinosaur to do is to hang out at the nest. That way, you can keep an eye on your eggs and let the Uga buffet come to you. Yum!

APPENDIX HEIST

ACHIEVING FINANCIAL GAIN THROUGH THIEVERY

IMPORTANT PRECAUTION! The seizing of money or property that does not belong to you is called robbery, which is a crime and is punishable by law. DO NOT participate in such illegal activity. Robbers either serve jail time or live their lives with lots of money and/or guilt.

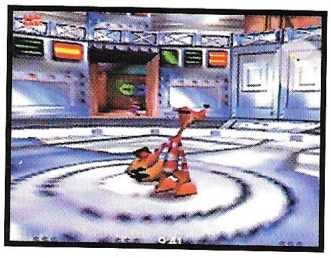
FERAL RESERVE ROBBERY

The Feral Reserve welcomes you during bank hours to serve your banking needs. It is frowned upon if your banking needs are of the illegal sort, such as robbery. If such is the case, the Feral Reserve no longer welcomes your "banking needs" during or outside of banking hours.

HW? RANDOM HARDWARE PLACEMENT

Random weapons will appear at spots on the map marked with this icon. While supplies last. Does not contain real fruit juice.

Securing of Funds



The bag of money is situated in a location oriented in the middle of the central area's midpoint (see map). Only one bag at a time appears at said location. If a robber with the bag of money is attacked, the bag of money will return to the centrally located location centered in the middle of the middle region.

Depositing Funds into the Vault

Each weasel has been assigned one of four colors from the known color spectrum, which contains far more than four colors in all. If you have secured a bag of money, follow the arrow that corresponds with your assigned color to find your personal vault. Walk up to the vault door to deposit your funds.

⚠ CAUTION ⚠

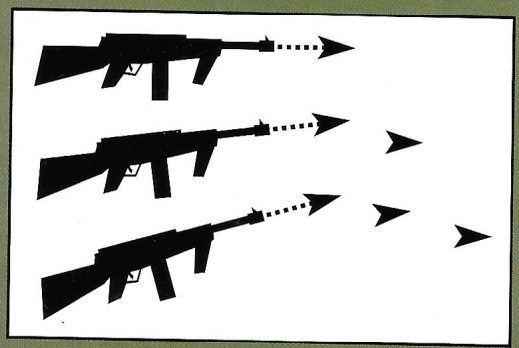
• TOMMY GUN RECOIL

The submachine gun's powerful recoil will cause you to aim the gun higher with every consecutive round you fire. Retarget your target often to avoid missed shots due to the vertical displacement caused by kickback.

SHOT 1
Your first shot will fire straight ahead.

SHOT 2
Shot 1's kickback will cause you to aim the gun higher.

SHOT 3
The angle of your gun will increase with every shot.



HEIST SCHEMATIC

(1) Here's a good place for me to set up an ambush. If I hang out by the cash armed with a long-range weapon, I can pick off the other reservoir weasels that'll be comin' after the dough. Once I've knocked off my three rivals, I should be able to make a clean getaway.

(2) Sweet! I can keep an eye on the money and my competition from up here. If I take one of the colored ramps, I can reach the upper level of the moneybag room. The rifle in one of the nearby entryways should help me ventilate my enemies.

SETUP OPTIONS:

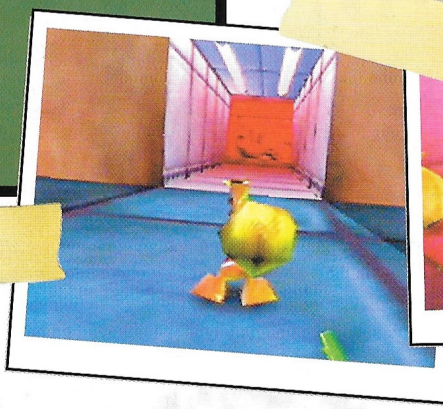
SU-01 SU-07 SU-04

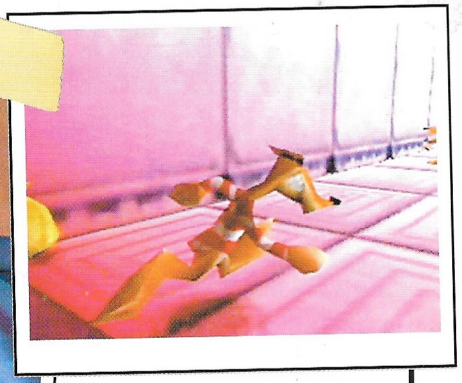
SU-05 SU-06

AVAILABLE HARDWARE:

HW-04 HW-05 HW-07

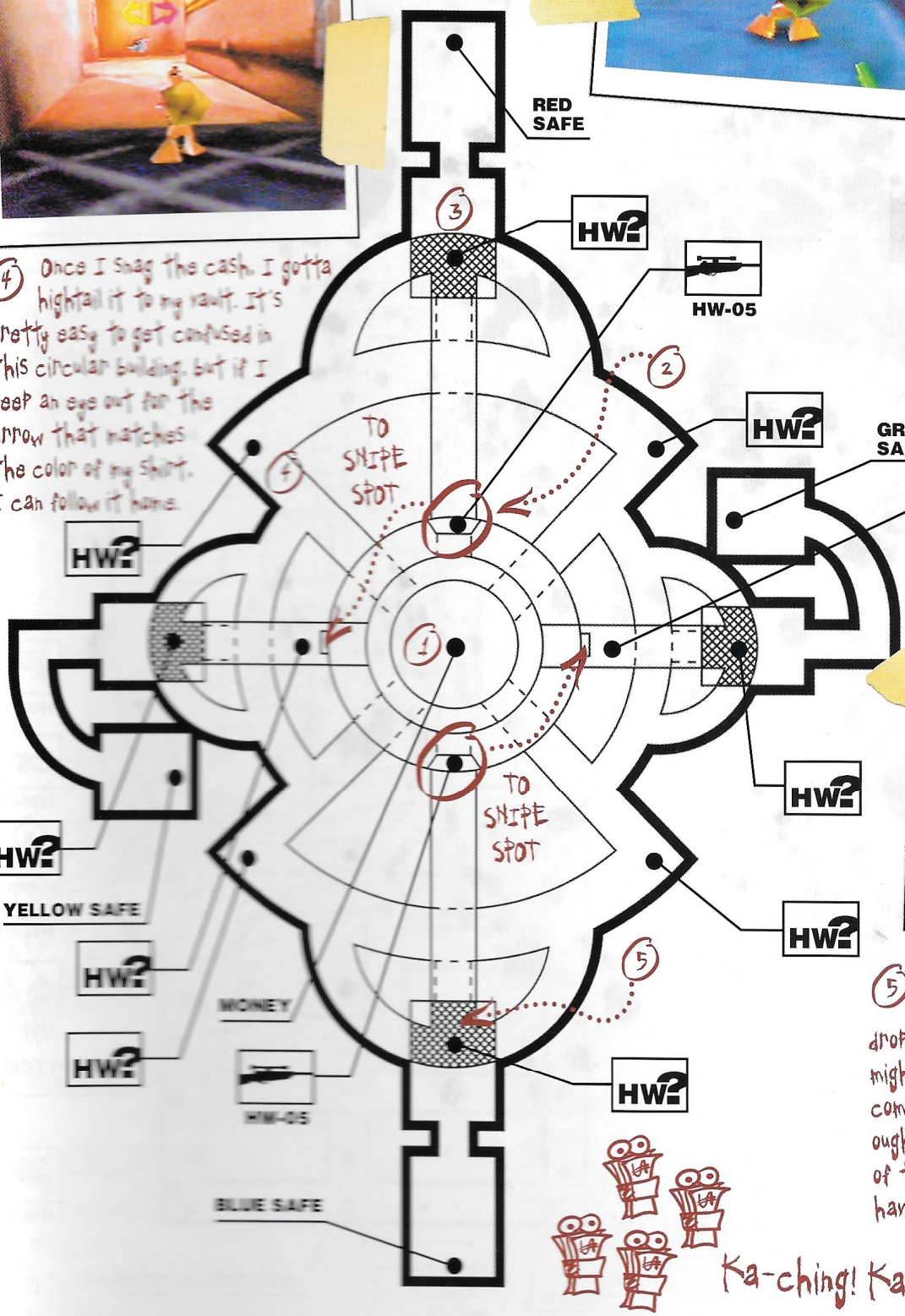
HW-09 HW-14 HW-15

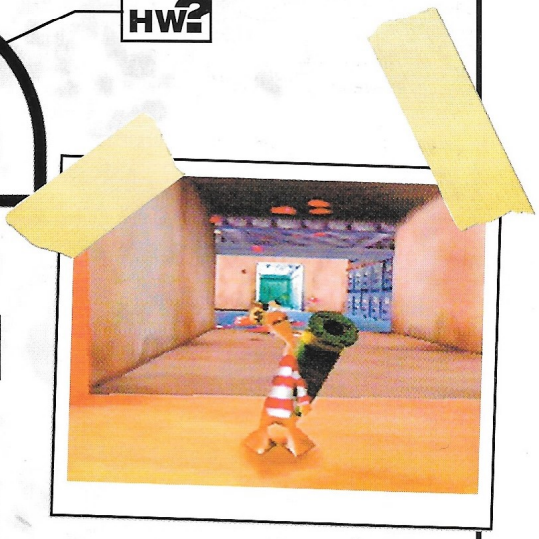




(3) If I've got the money and someone's chasing me, I can fight back by hitting B to drop the bag and hitting B again to arm my weapon. Problem is that the money'll hop its way back to the center of the bank, and chasing it's a pain. Oh, well. At least I'll do in some other weasel and he won't get his paws on my prize.

(4) Once I snag the cash, I gotta hightail it to my vault. It's pretty easy to get confused in this circular building, but if I keep an eye out for the arrow that matches the color of my shirt, I can follow it home.





(5) One hit from anything will cause a weasel carrying the money to drop his load. And the cash, too. So, I might as well put the sucker out of commission entirely. Heavy firepower oughta do the trick. One hit from one of those randomly placed bazookas will have my rival pushing up daisies.

Ka-ching! Ka-ching!

APPENDIX DEATHMATCH

HOW TO REMOVE ENEMIES WITH EXTREME PREJUDICE

IMPORTANT PRECAUTION! The Deathmatch minigame, much as the name suggests, is a violent bloodsport and should be approached with circumspection. Whimsical or capricious galavanting about the Deathmatch arena(s) will almost certainly lead to the extinguishing of your player character's life.

DEATHMATCH OPERATION

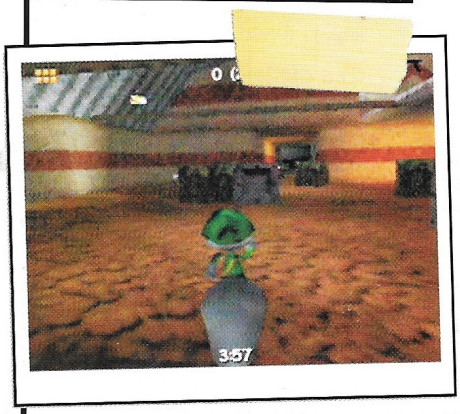
The rules of a Deathmatch are comprehensible for even the most obtuse of players. Once you have decided upon the number of participants you wish to participate in your Deathmatch, you must select an arena in which to hold it. Once your arena has been selected, you have only to enter the arena and annihilate the other players.

AVAILABLE DEATHMATCH ARENAS:

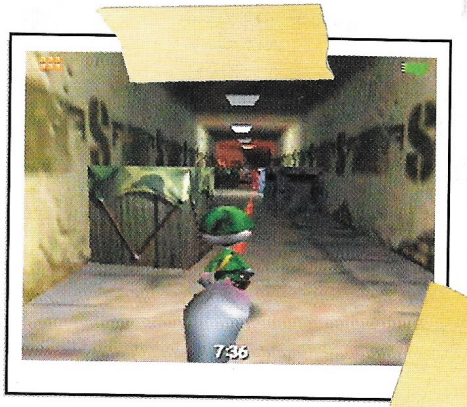
You will have a variety of arena choices in the Deathmatch portion of the game. The Total War and Colors arenas are the same as their War minigame counterparts. The Vault and Temple arenas are the same as their minigame counterparts, while the Bunker Arena is shown on the map below and to the right.

- TOTAL WAR
- COLORS
- THE VAULT
- TEMPLE
- BUNKER

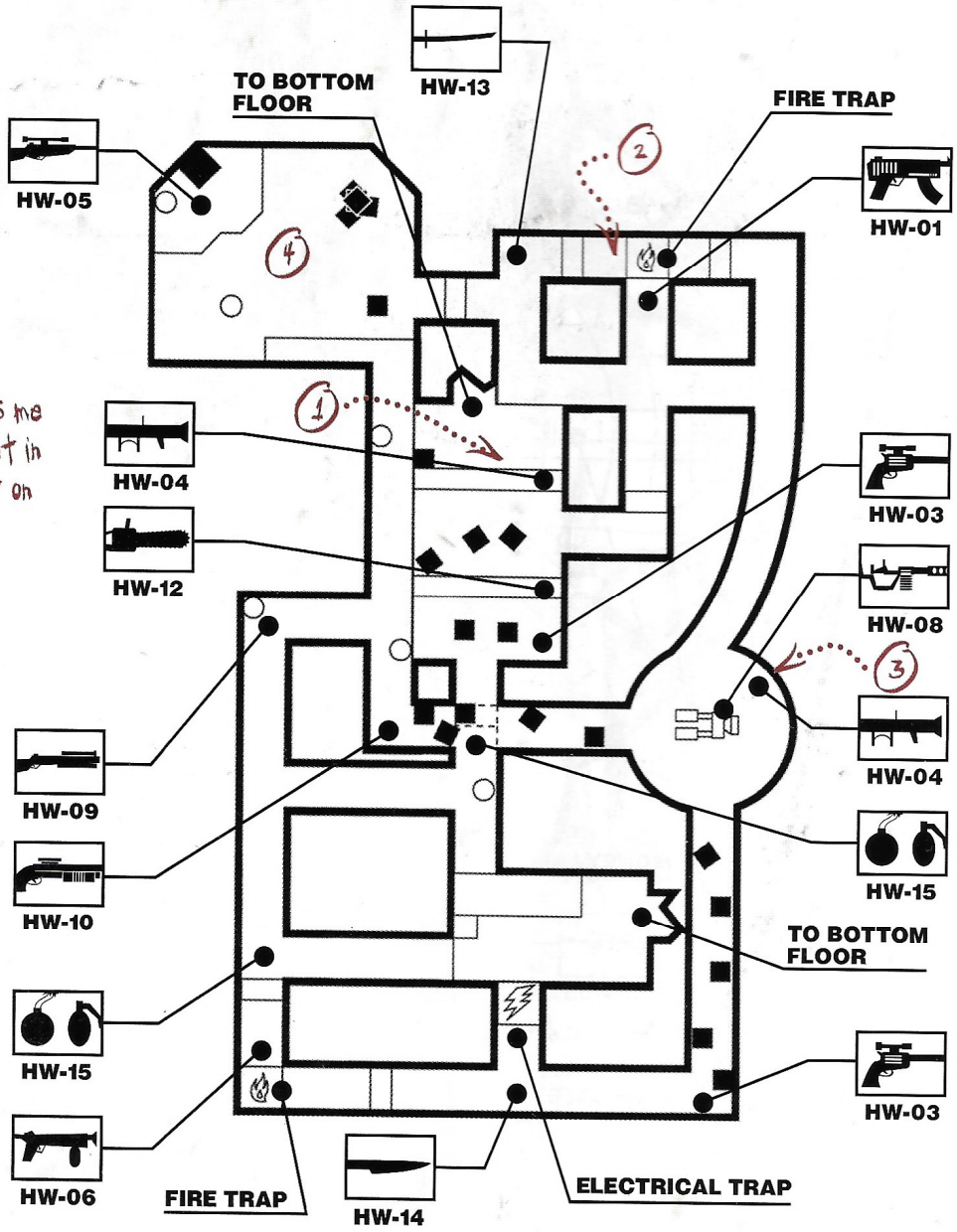
BUNKER: TOP FLOOR



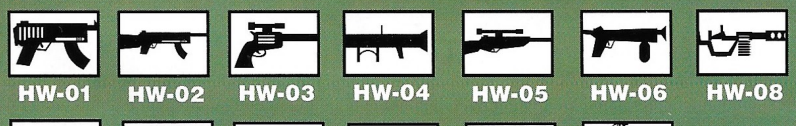
1 This room has lots of weapons, but it leaves me wide open—so if I need a gun I'd better get in and out quickly. On the plus side, I can hide out on the top floor and rain death down from above.

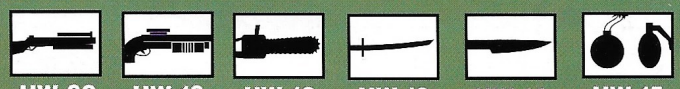


2 I like really cramped quarters, but then again, I'm a squirrel. Tiny hallways are great places for an ambush, especially when I hide behind crates and take out fools with a grenade. Spiffing!



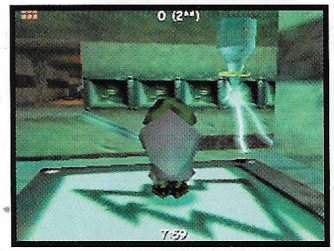
AVAILABLE HARDWARE:





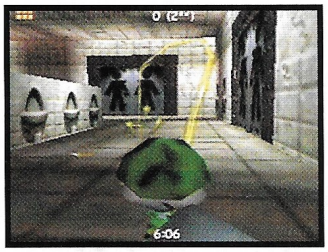
SETUP OPTIONS:

Use of Flame and Electrical Trap Switches



Throughout the Bunker arena are scattered large switches that reside on the floor. Stepping on one of the switches will result in the belching of flames and/or electricity from a nearby orifice. Such switches are useful for setting traps for unwary opponents.

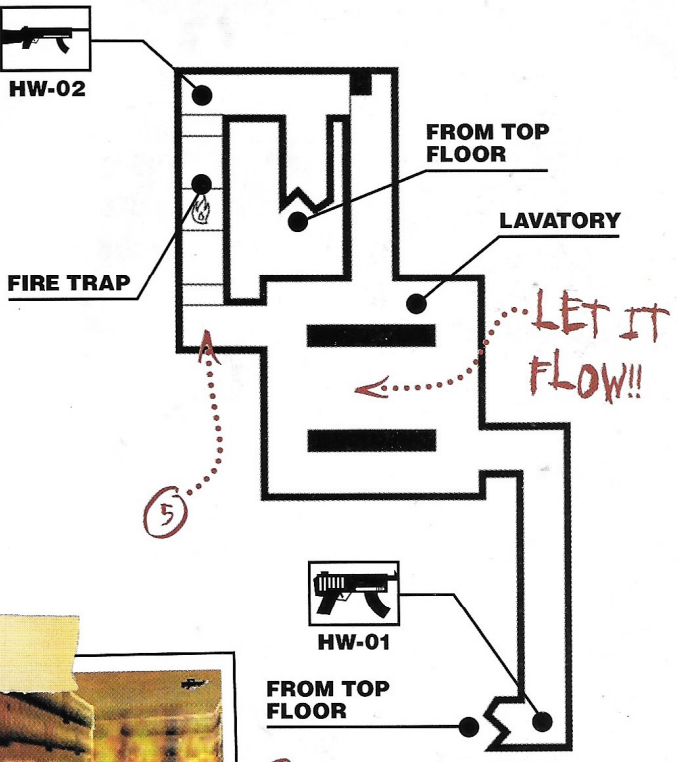
Use of the Commode

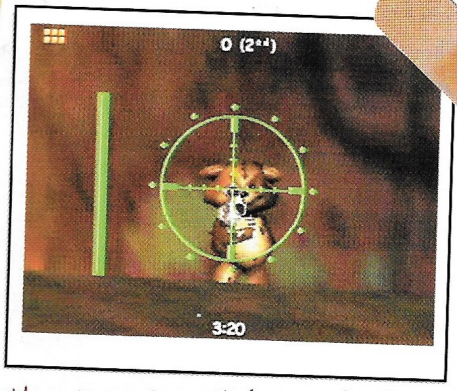


Once inside the Bunker's spacious privy, a player will be able to employ a powerful stream of rancid urine as a weapon. See pg. 49 and/or 61 if you are having difficulties with urination.

BUNKER: BOTTOM FLOOR

(3) When used properly, the turret gun can keep the three connected hallways nice and tidy. I tend to fire in controlled bursts—it fakes out opponents who think I'm reloading the gun.





(4) There's a sniper rifle here, but I'll be exposed while grabbing it. I was arrested for being exposed and grabbing once, but they dropped the charges in exchange for a fiver.

(5) Everybody's gotta use the loo sometime, so I can just wait for folks to come out and then blast 'em. I actually got arrested for that, too.

CURRENT ODDS...

FRENCHYS	40 TO 1
TEDIZ	3 TO 1
SQUIRRELS	5 TO 1
WEASELS	10 TO 1

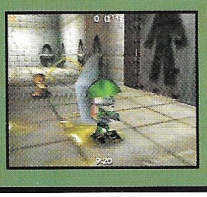
MINIMUM BET IS $10.00

NO IOU'S, OR WE START BREAKING THUMBS.

⚠ CAUTION ⚠

• DELAYED URINATION ABILITIES

Urination—or taking a ride down the old gold stream—can be a time-consuming process. If you set an ambush, make sure you have ample time to ready and cock your weapon.

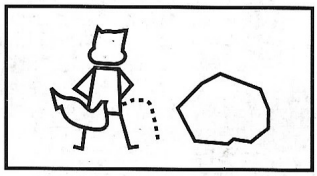


TROUBLESHOOTING

RATIONALIZE YOUR FAILURE BY PRETENDING YOU ARE UNINFORMED

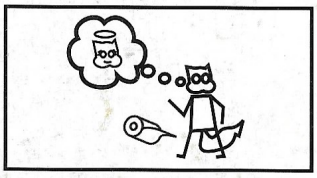
⚠ BEFORE USING! Use of the Troubleshooting section of the Survival Guide to the Panther King's Kingdom: Squirrel Edition is not a substitute for actually reading the rest of the guide. If you have read the rest of the guide and cannot accomplish objectives in the game, use of the Troubleshooting section will help delay the realization that you are generally inept.

WHAT'S YOUR PROBLEM?



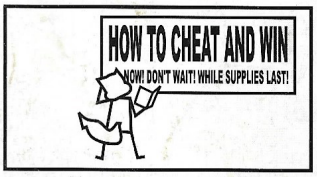
What is wrong with my pee stream? I can't make the rock guys move. CHECK OUT page 61

How do I beat the stupid alien boss thing? SEE page 90



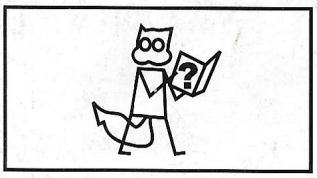
I thought this game/guide would be about a cute little squirrel. Why is it so disgusting?

Where the hell am I?

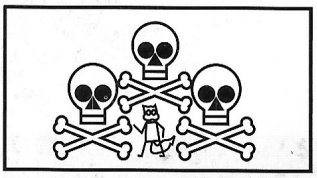


Where are the damn cheat codes?

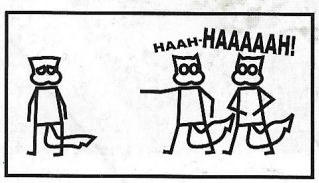
Note to self: Demand my money back and start checking the Internet.



Why is this guide so confusing and poorly written?



Why do I suck at this game?



Why doesn't anyone like me?

Personally, I've never had this problem. I can't keep all the idiots away from me.

SOLUTIONS:

- A close—or even casual—examination of Section 6.7 will provide you with the information you seek—that you must press Z to lengthen your urine stream.
- Many of the challenges in the game require you to exhibit genuine skill. Try aiming your stream by adjusting your Control Stick. The one on the Controller.

- Section 9.4 includes detailed instructions on how to defeat the alien but fails to mention that you must also be lucky. If you are unlucky, you will fail.
- If you fail repeatedly at the task, try plugging a different Game Pak into your N64. If you also fail at the new game, the problem may be your low skill level.

- Position the game box or guide cover under a light source. Look for the "M" symbol and the large warning box. If you cannot see them, buy glasses.
- Take the following test: Do I write hostile letters to the editor? Am I always angry? Am I obsessively rigid? If you said "yes" three times, you may be uptight.

- If you pay attention to where you are going as you are going there, it is unlikely that you will be uncertain of your location when you arrive there.
- Personality-challenged video game enthusiasts, or "fanboys," often lose themselves within fantasy environments. Turn off your console every few days.

- Go to the first page. Look for cheat codes. If you do not see any cheat codes, turn the page then look for cheat codes on the next page. Repeat as necessary.
- As there is a Cheats menu in the game, you might logically assume that there are cheat codes. It is possible (but unlikely) that there are no cheat codes.

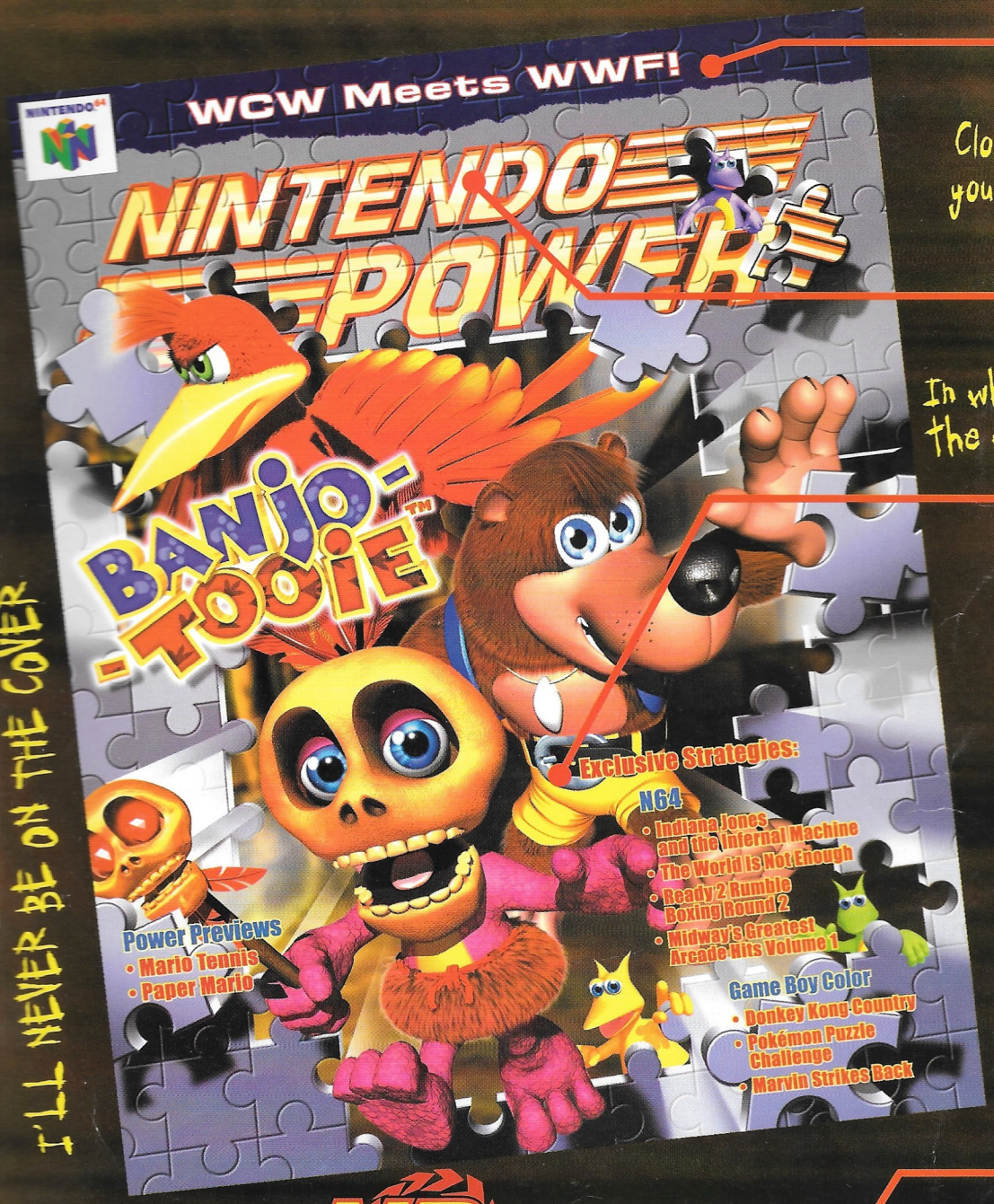
- If the writers of this guide visit your place of work to criticize your methods of burger preparation or sweater folding, your opinion will be welcome.
- Try reading the guide aloud with an English accent. Doesn't it sound better? Now, try it with a French accent while spinning around in a circle.

- If your game play skills are pathetic, it may appear that you aren't really trying. Adopt a cavalier attitude that indicates you are actually good when you try.
- Perhaps your active lifestyle precludes you from achieving video game excellence. Try to spend less time at sci-fi conventions and renaissance festivals.

- It could be that they just don't know the real you. Flash that winning smile and open up to potential friends. Don't try to touch them right away.
- Hygiene is important. Perhaps ferret breeding is not the hobby for you. Apply soap and water to soiled portions of your body, avoiding open sores.

STOP PLAYING WITH YOURSELF, AND . . .

START PLAYING WITH POWER'S TOOLS



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rag

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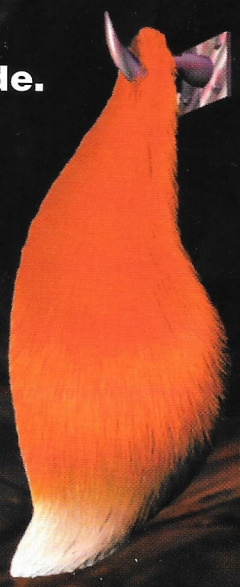

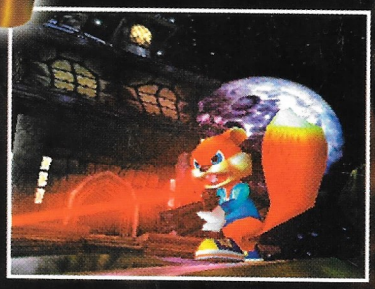

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